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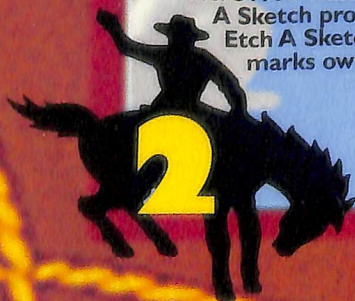
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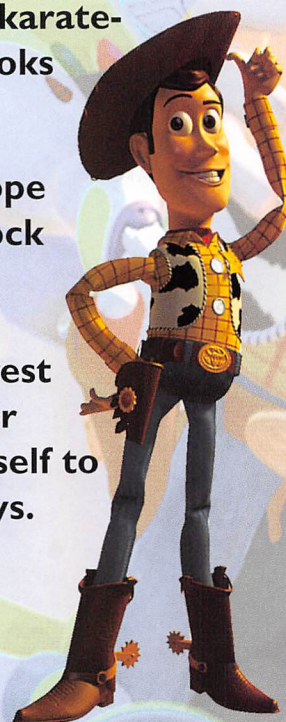
Heroes Are Made, Not Born

Welcome to Toy Story, a world where toys come to life when people are not present. It's an imaginative animated fantasy where a unique assortment of toys take on a life of their own and become involved in a series of comic misadventures.

Central to the story is a pull-string cowboy named Woody—and his other toy friends. Woody is six-year-old Andy's favorite toy and sits in the coveted place of honor on Andy's bed. Life for Woody is pretty good and it looks like he'll remain the favorite toy for years to come.

That is, until Andy's birthday party! Birthdays mean new toys and new toys mean old toys may be forgotten! To be forgotten is one of the biggest fears that all toys share. Anxious to see if Andy received any new toys, Woody send in the Green Army Men on a recon mission to find out. Soon they hear the news that changes all their lives as toys—there's a new toy in town named Buzz Lightyear. Buzz is the latest super-powered-karate-chopping-laser-blasting-space-hero-action-figure and it looks like he's an instant favorite with Andy!

This comes as a great shock to Woody, who now must cope with being #2 in Andy's world. His answer is to try to knock Buzz behind the dresser and into obscurity by using R.C. Car. Woody's plan backfires and he unintentionally sends Buzz out of Andy's window and into the real world. The rest of the toys see what happens and unite against Woody for sending Buzz to certain doom. Woody takes it upon himself to rescue Buzz and restore peace to the world of Andy's toys.



THE VOICES BEHIND THE CHARACTERS

Have you ever wondered what it is like to be an actor or actress whose voice is used in an animated movie? We asked both Laurie Metcalf, who plays Andy's mom, and Wallace Shawn, who plays Rex the dinosaur, what it was like making *Toy Story*.

INTERVIEW WITH LAURIE METCALF

Q: Laurie, you play Andy's mom. What kind of a mom is she?

A: She's a very good mom, very involved with Andy. Although she's in the middle of moving to a new house, she's arranged a great party for Andy. All the kids have come over and right at the end there's a special present.

Q: What's it like working on an animated film?

A: It's great. I never did it before and I loved it. Watching it all come together is fascinating. The computer generation is fabulous—the shadows, reflections, the whole 3-D quality.

Q: How do you keep track of what's going on? Because basically you're acting somewhat in a vacuum.

A: Yes, we do skip around quite a lot. Coming back to redo lines or rephrase them. And of course it takes a couple of years to make the whole movie.

Q: How's it been working with John Lassiter?

A: Great. It feels like I've known him for years. As a director I feel he knows what he wants, and how to get it. But he's



also open to suggestions from others as to how a line should be read and so forth. And of course he also plays Andy.

Q: Do you think the movie reflects John in some way, his view of life?

A: Well, he's the kind of guy who would get down on the floor and play with all these toys. I don't know him outside of a working relationship, but I imagine he's a great father who's really involved with his kids.

Q: Do you remember any of your own childhood toys?

A: Oh, yes. I had these model horses, you know. They were about a foot high, and they had stables and trails and all that.

Q: Did you have names for them?

A: Yes, although I think they changed fairly often. I'd weave little horse blankets for each one, and each one had its own stall, and we'd feed them grass.

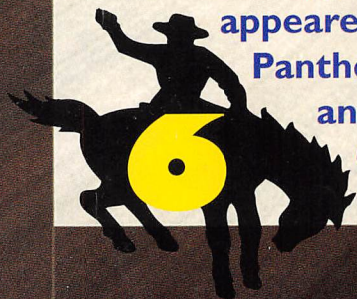
Q: Almost like they were alive in fact! Which brings me back to *Toy Story*. Obviously, it's different in many ways from previous Disney animations. How do you see it fitting into the Disney tradition?

A: Well, first the excellence of the animation and the technical innovation. It is the first completely computer-generated animation. But I think more importantly it fits into the Disney tradition because it's got heart.

INTERVIEW WITH WALLACE SHAWN

Q: Wally, this isn't your first animated film is it?

A: No. I've appeared, or at least my voice has appeared, in many episodes of the *Pink Panther*, the television series that is, and I'm also going to be in *The Goofy Movie*.



Q: How does it feel to be working in animation?

A: Well, funny enough, when I was nine-years-old I wanted to make cartoons. And now to my amazement I am. It's a remarkable feeling to look out at the vistas of the Disney Studios and see those very streets and lanes I imagined walking on when I was a boy. It's very strange.

Q: Were there any films that had a particular impact on you when you were a child?

A: Yes. *Peter Pan*. The animation was very, very clever.

Q: Tell me about the character you play in *Toy Story*.

A: Well, he's a friendly dinosaur. What more can I say?

Q: What's his name?

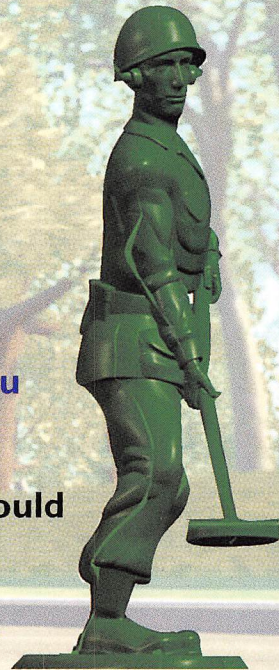
A: Rex. He's fearsome in appearance, but somehow you can sense he's not really like that at all.

Q: Did you create a character for him, much as you would for a character in a live film?

A: I don't do that for a live film, so I don't suppose I've done it for this one. I just mostly rely on instinct. I mean I haven't done any research on dinosaurs, on what their feelings might be.

Q: What's it like working with John Lassiter?

A: He's an utterly charming person and just like Andy, even down to his expressions. He has an incredible enthusiasm for his film, and it seems just as exciting to him after several years working on it, which is unusual. When he tells you the story he really draws you into it.

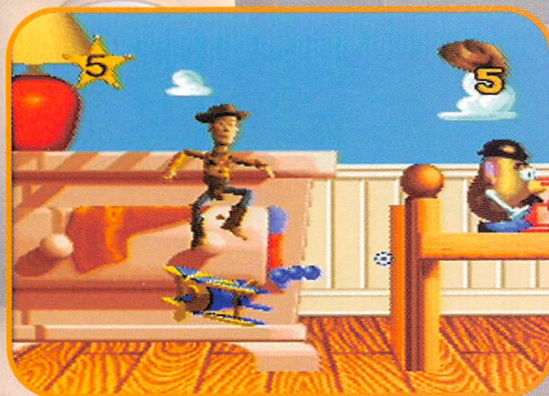


Controls and Basic Moves

JUMPING

Jumping lets Woody get by certain objects in the game, like Trains, Airplanes, or Helicopters, that are blocking his path.

You can also use a jump to get from object to object when there is a gap between the two, or when you need to get to a higher level on an object.



SWINGING

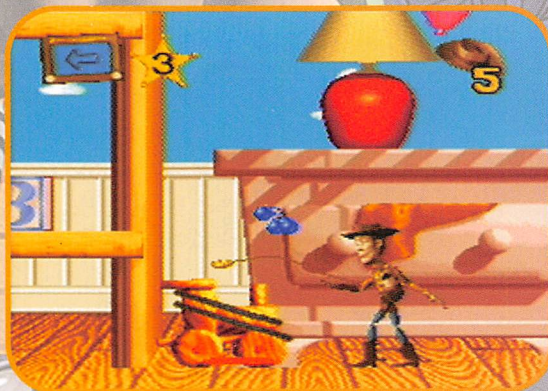
When the gaps between objects are too large to jump, Woody can swing between them. When Woody swings, he uses his pull-string to wrap around hooks and send him sailing over the gap.



USING THE PULL-STRING

Woody's pull-string acts as a combination whip and lasso. Not only can you use the lasso to swing from place to place, it can be used to tie up Woody's enemies. Remember that when an enemy is tied up, it only stays that way for a short time.

Pressing up (diagonally) on the control pad makes the pull-string shoot higher.



MOVING LEFT OR RIGHT

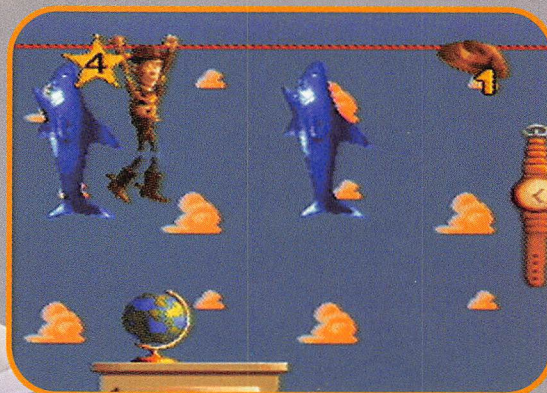
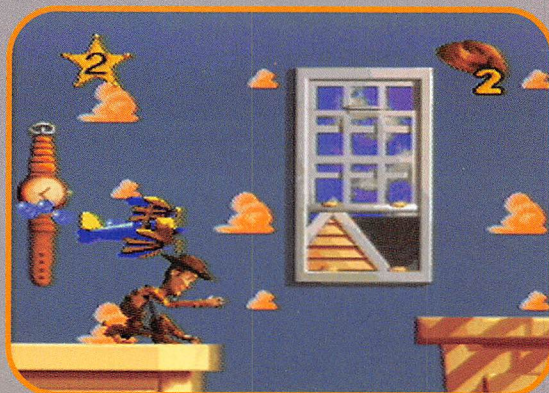
Press the appropriate direction on the control pad to make Woody move either left or right.

CROUCHING

When Woody needs to duck to avoid an enemy, press down on the control pad. While ducking, Woody can use his pull-string, but he can't perform any other moves.

GRABBING

In several stages of the game, Woody must travel along overhead pipes, beams, and chains. To get across these objects, Woody can simply jump and when he does, his arms automatically grab the object. While holding on to the object, press the appropriate direction on the control pad to move.



Game Basics for Super NES and Genesis

SETTING UP THE GAME

Make sure your game system is switched off, and then insert the game into the cartridge slot. Turn on your TV, and then turn on your game system.



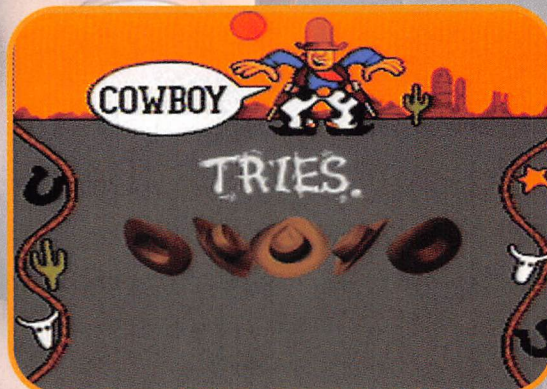
TITLE SCREEN

From the Title screen you have three choices: Start, Options, or Help. Start begins a new game; Options lets you set the buttons on the control pad and the difficulty setting, and Help explains the meaning of the icons used in the game. Use the control pad to choose the item you need.



OPTIONS SCREEN

From the Options screen, you can adjust the difficulty of the game, and choose whether you want the story line option on or off. Press the Start button to return to the Title screen.



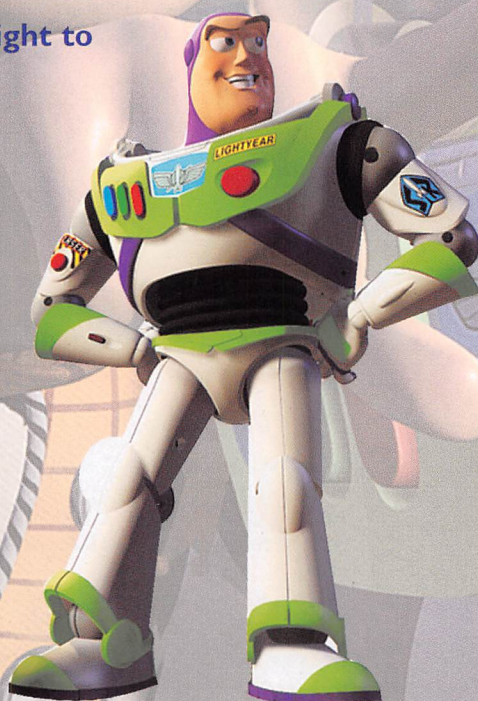
DIFFICULTY

To adjust the difficulty level of the game, press down on the control pad until a row of hats appears on-screen. Press left on the control pad to increase the number of hats, or press right on the control pad to decrease the number. The more hats you have, the more lives you have.

Note: The Sega controls are just the opposite: right to increase, left to decrease.

The options are:

Cowboy	5 hats
Deputy	4 hats
Sheriff	3 hats
Marshall	2 hats
Yahoo!	1 hat



THE CONTROLLERS

The basic controls for each system are:

SUPER NES

BUTTON	WHAT IT DOES
X	Whips pull-string
Y	Jump in the air
A	Whips pull-string
B	Jump in the air
Control pad	Makes Woody move

SEGA GENESIS

BUTTON	WHAT IT DOES
A	Jump in the air
B	Whips pull-string
C	Jump in the air
Control pad	Makes Woody move

Remember that you can reconfigure the buttons to better fit your playing style by choosing the Options screen.

THE STORYLINE

You can also choose to turn on or off the storyline of the game by pressing a button.



LEVEL 1 Andy's Room

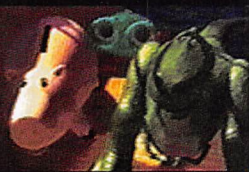
THAT OLD ARMY GAME

Woody, the leader of the toys, is Andy's favorite. He knows that it's Andy's birthday and Woody wants to know if Andy will be getting any new toys. He asks the sergeant to set up a recon post downstairs. The sergeant says Woody must first release the sergeant's men from a bucket. Also, the army men will need the baby monitor so that they can communicate with their base.



"O.K. EVERYONE... TODAY IS ANDY'S BIRTHDAY AND WE NEED TO FIND OUT WHAT PRESENTS HE IS GOING TO BE GIVEN."

"ANDY'S BIRTHDAY IS TODAY? QUICK! SEND THE SERGEANT DOWNSTAIRS WITH HIS TEAM OF GREEN ARMY MEN TO SEE IF ANDY HAS ANY NEW TOYS!"



"O.K. SERGEANT, THIS IS A CODE RED! WE NEED A RECON POST DOWNSTAIRS. NOW HOW CAN I HELP?"

"SIR! REMOVE THE LID ON THE BUCKET OF SOLDIERS SO MY MEN CAN GET OUT. THEN FIND THE BABY MONITOR ON THE SHELF AND KNOCK IT DOWN TO MY MEN BELOW."



Collect to win instant health points.

Collect to earn extra health points, additional lives, or continues.

Collect to receive an additional life.

Avoid.

Avoid.

Use to jump higher.

Avoid.

Remove the lid to release the soldiers.

Woody can swing from these.

Use for climbing.

Use the pull-string to take the baby monitor that's near Hamm.

Knock this down to the Army Men.

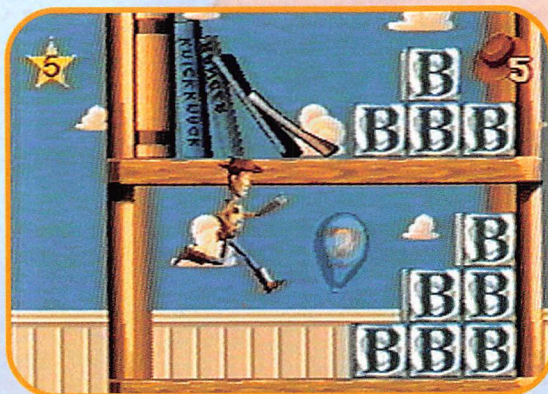
Some contain Gold Stars, but most are dangerous.

Note: No Balloons on Super NES version of the game contain Gold Stars.



PLANES, TRAINS, AND HELICOPTERS

- ☆ Don't land on a plane, train, or helicopter; if you do, you lose a health point.
- ☆ In general, avoid the fallout from exploded balloons—some balloons are beneficial, but most aren't. Note: None of the Balloons on the Super NES version are helpful.
- ☆ Use Woody's pull-string to tie up trains or simply jump over them. Trains don't stay tied up for long.

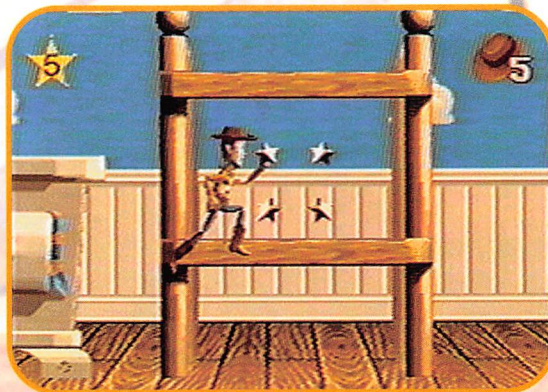


At the start of this level, there are items of furniture you cannot climb. Later, however, there is furniture that you can climb, and after a successful climb change direction and return to the upper levels of the earlier structures. Remember to collect the Cowboy Hat and all the stars.

You can use Woody's pull-string to damage Planes and Helicopters. A direct hit from his pull-string protects you for a moment, but won't stop the Planes and Helicopters from flying.

COLLECTING STARS

Woody needs to jump to collect many of the Tin Stars. Make sure when doing so that he doesn't get hit by Planes, Trains, or Helicopters.



This first stage of the game is relatively easy, because you're not racing against the clock to finish the level. You should make every effort to collect all fifty Tin Stars, so you can earn an extra life.



HIGH LEVEL MOVES

Woody can only climb to the higher levels by jumping from the top of the Green Army Men's bucket to the ledge above. Also, you can use the swing hook to the right of the platform above the Green Army Men. To go to higher levels, Woody must jump as the lid of the bucket rises. Remember to make the jump before Woody releases the Green Army Men, because after he knocks the lid off the bucket he can no longer stand on it.

Note: This technique does not work on the Super NES version of the game. You can reach the shelf by using a hook.

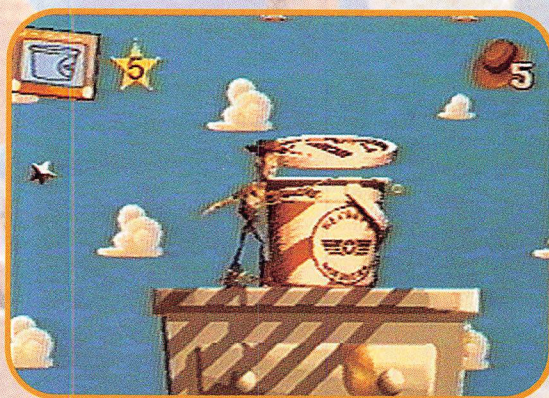
Keep jumping to the left of the platform to pick up any remaining stars.

On the very top shelf of the first bookcase, there are three Tin Stars and a Cowboy Hat, and on top of the first chest of drawers you can find a Gold Star.

Note: This is not true in the Super NES version of the game.

THE GREEN ARMY MEN

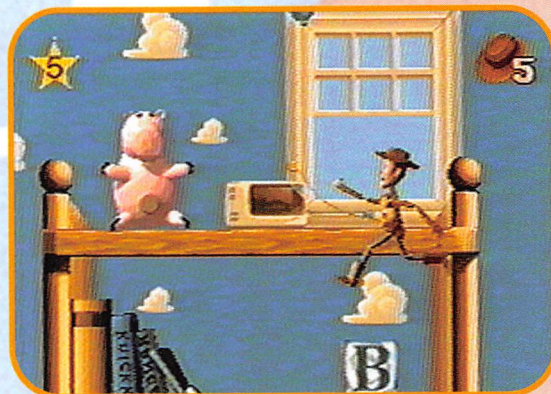
To release the Green Army Men, Woody must climb to the same level of the bucket that's holding the men and hit the bucket with his pull-string. He should then jump straight down to floor level—but avoid the Helicopter!



That Old Army Game

BABY MONITORS

One baby monitor is located high on a shelf right next to Hamm, the piggy bank. Woody must climb to this level and hit the baby monitor with his pull-string. The monitor falls to the floor, where it is then picked up by the Green Army Men. You can then move back to the left to get the stars on the upper level.



BALLOONS

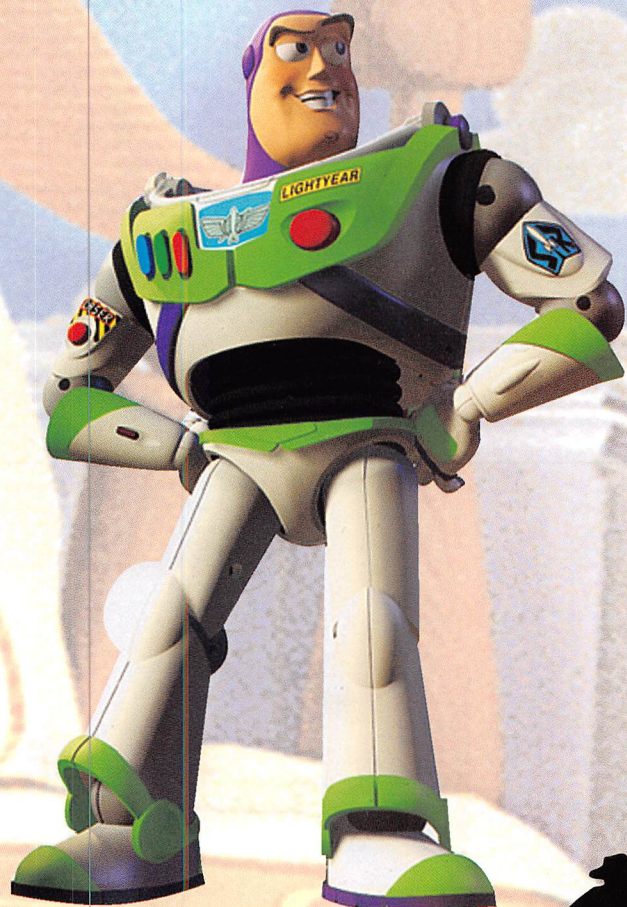
Most balloons are harmful, although some may contain gold stars. To burst a balloon, Woody should stand off to one side and hit it with his pull-string. Note: None of the Balloons on the SNES version contain stars.

To avoid any fallout from damaged balloons, move away from them. Woody shouldn't stay directly beneath hovering balloons, because they may burst and drop some deadly fallout onto Woody.

BEACH BALLS

Beach balls make Woody jump higher. With practice you will find that Woody can reverse direction, move left or right, or use his pull-string while bouncing up and down.





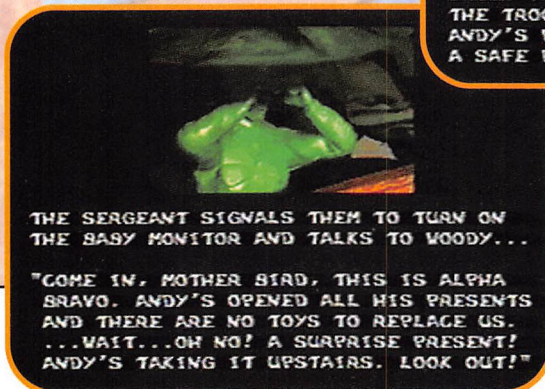
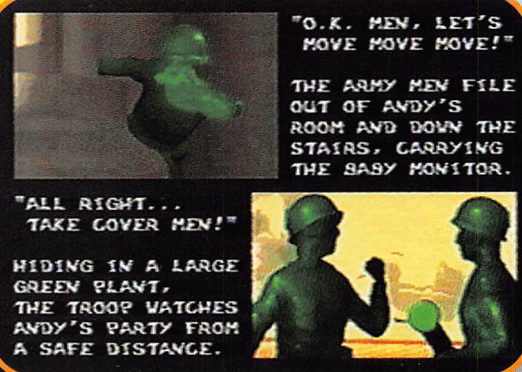
That Old Army Game




LEVEL 1 Andy's Room

RED ALERT!

The sergeant has reported back to Woody: There is a new toy, and Andy is bringing it up to his room! The toys must all get back in the toy box and under the bed before Andy sees them. But the toys are all blocked from moving—Woody needs to help them.





Collect to earn extra health points for Woody.

A sheep in wolf's clothing.

A cute little fellow who moves fast.

Mr. Potato Head.

Conga Drum.

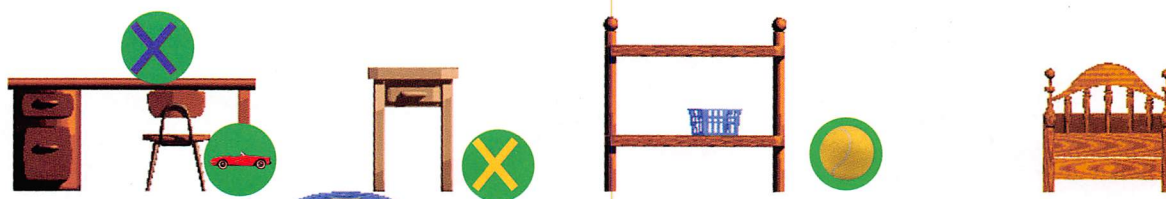
Hamm.

One of the world's movers.

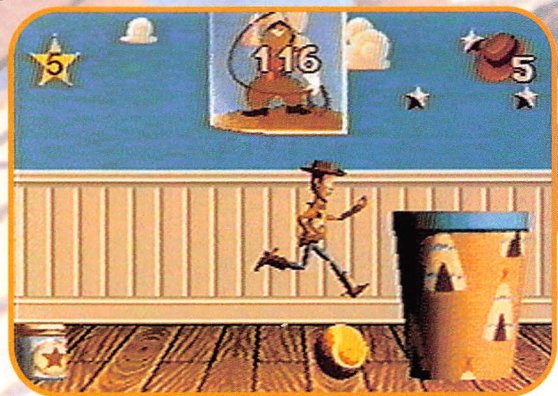
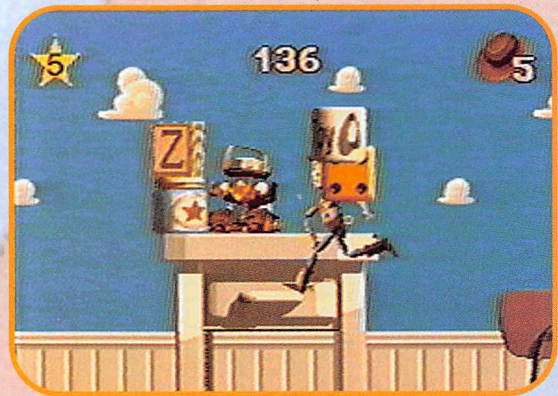
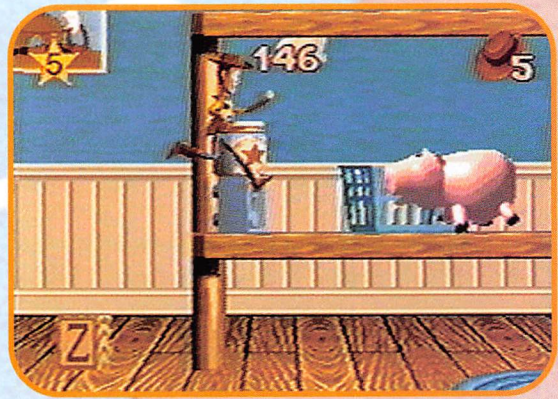
He won't hurt you.

JUMP AROUND

☆ To get the toys into the box, Woody must be on top of the pump. Then jump straight up in the air and when he lands, he'll inflate the balloon and launch whatever's on the balloon straight into the box.



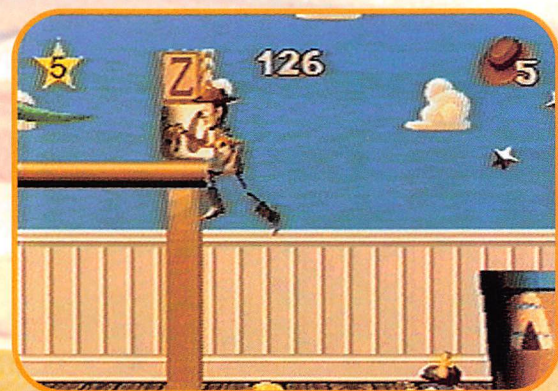
- ☆ There are some dice, blocks, and other items stacked at the end of the shelves. You need to climb on these to reach the stars.
- ☆ After you've collected the stars, use Woody's pull-string to knock the dice and blocks to the floor. This allows the trapped toys to jump to the ground.
- ☆ The only way to reach the stars above the crane is to jump from the bucket as it is being raised by the crane. On the SNES version, you need to jump from Rocky's table, to the white table, to the lower shelf, or jump from the Tennis Ball to the shelf.
- ☆ Chairs block your path along the way, but you can always use blocks or balls as springboards to jump over them.
- ☆ No one will hurt you.
- ☆ Collect the fifty Tin Stars.
- ☆ This is a timed stage, so move fast.



COLLECTING STARS

As in every stage, there are fifty stars to be collected. You should collect the stars on the bed before the toys are all put away. You don't need to collect all the stars to move on to the next level.

Before you release the toys, jump up onto the letter blocks and dice to collect the stars. You can collect the stars above the drums while jumping over them.



THE CRANE

The only way to reach the five stars above the crane is to ride on the bucket as it is being raised by the crane. One jump should collect the two stars on the left, while a second jump up and to the right should collect the other three. This is your only chance to collect these stars, so don't miss the opportunity!

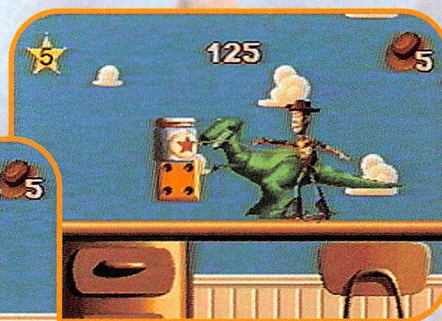
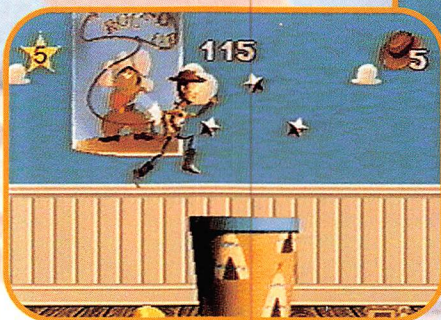
Note: This is not true for the Super NES version of the game.

You can't jump on the bucket: instead you must jump on the shelf before the stars or the Tennis Ball after the shelf to reach them. Also, there are only four stars on the SNES version.

RELEASING THE TOYS

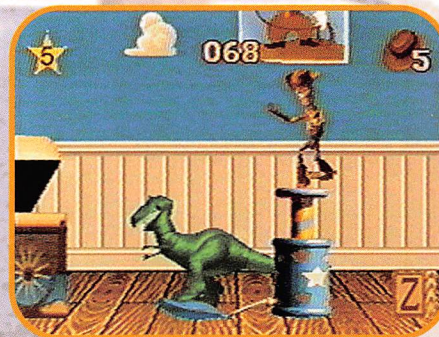
To release Hamm, Rex, Rocky, and Robot so they can jump down to the floor, Woody needs to use his pull-string to knock down the blocks and dice that are in the toys' way.

To release the RC Car, release Rocky so he can move the bucket.



THE TOY BOX

After Hamm, Rex, and Robot have been released, put the toys in the toy box by jumping on the pump and launching them into it. Then run back and jump on the bed to finish the level.



Red Alert!



LEVEL 1 Andy's Room

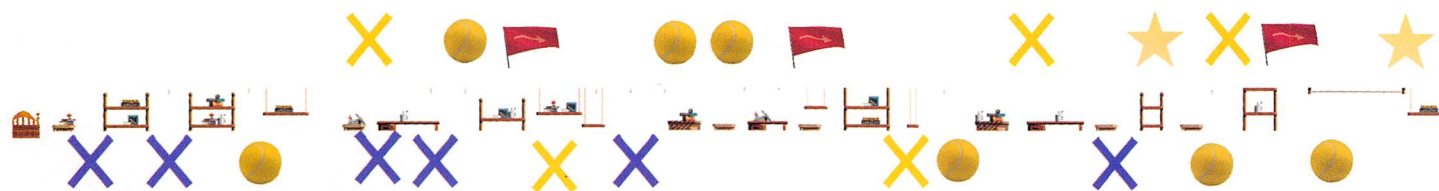
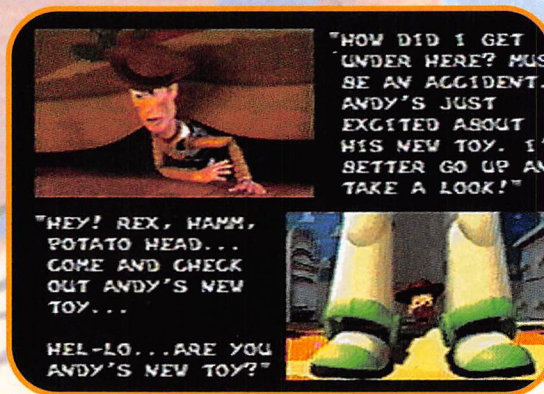
EGO CHECK

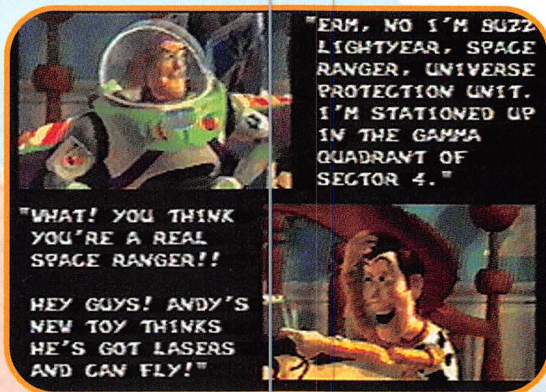
Woody and the other toys check out the newcomer, Buzz Lightyear. Buzz insists that he is a real Space Ranger, with a real laser gun. Woody scoffs, but the others are impressed.











"Can you fly?" asks Hamm.

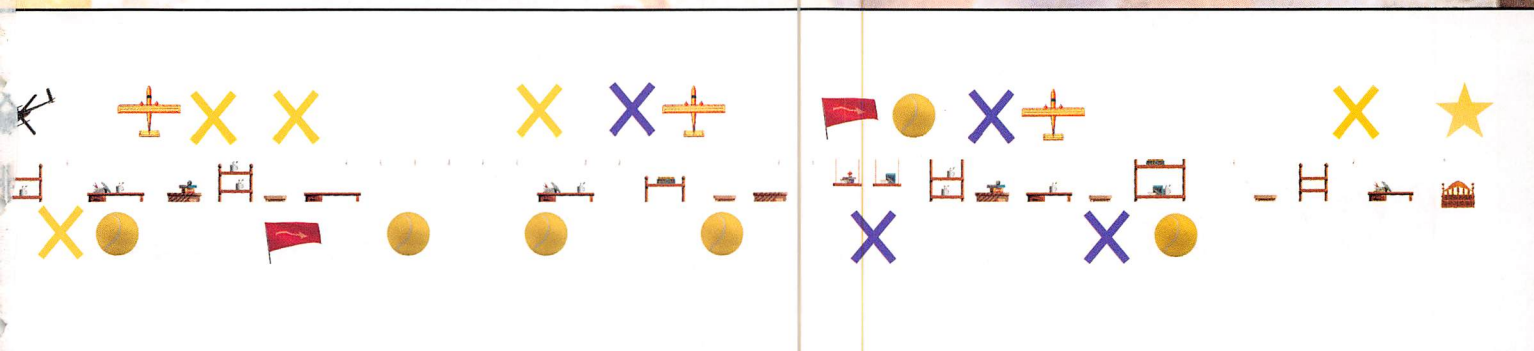
"Of course I can," says Buzz.

"Okay," says Woody, "Let's race!"



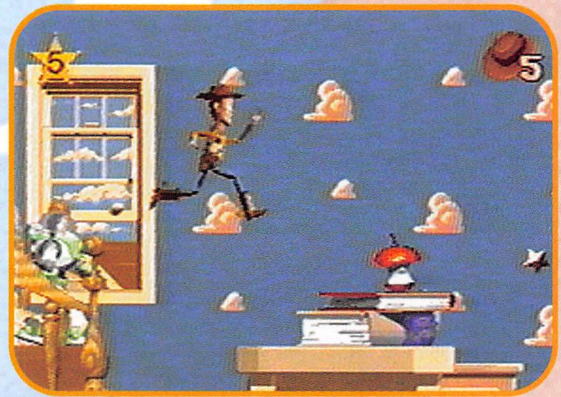


	Avoid the Sharks.
	Avoid the Clowns.
	Lets you cross big gaps.
	Use to jump further.
	Avoid.
	Avoid.
	Collect to earn extra health points for Woody.
	Collect to earn instant health points.
	Automatically restart at flag position.
	What a show off!



HIGH-WIRE ACT

- ☆ Time your jumps so you don't collide with the sharks and clowns.
- ☆ Start your jumps from the edge of the surface you are on.
- ☆ Use the Beach Balls to jump from one platform to the ball, and then immediately on to the next platform.
- ☆ Remember to jump for the stars above you.
- ☆ Avoid the Planes and Helicopters.
- ☆ Cross long gaps by swinging from the hooks.
- ☆ Collect the Cowboy Hat.
- ☆ Even if you fall off the screen, quickly bounce to the next platform or ball.

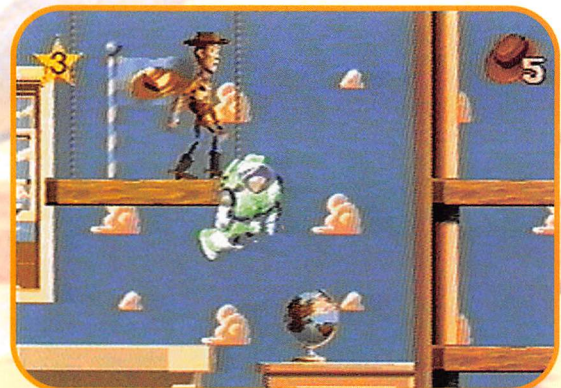


DETAIL

The flying contest with Buzz is one of the most challenging stages of the game. To keep up with Buzz, you must be an expert navigator—but if you're not, follow the hints on the next few pages to help you through.

CONTINUE FLAGS

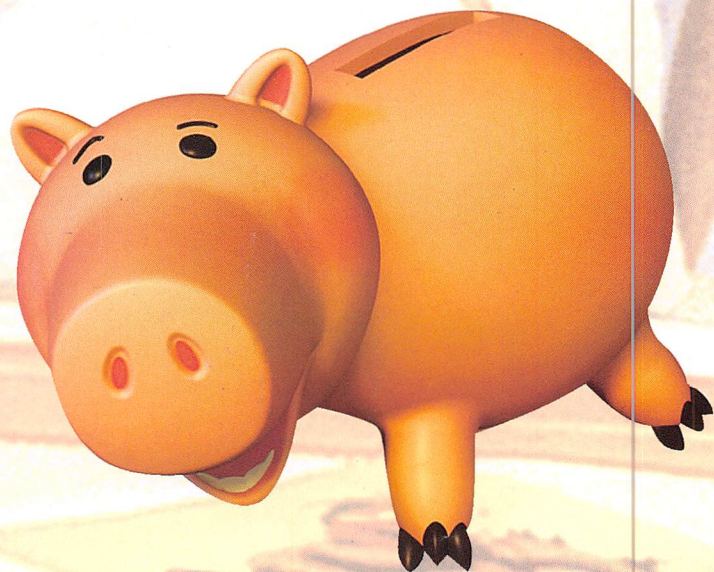
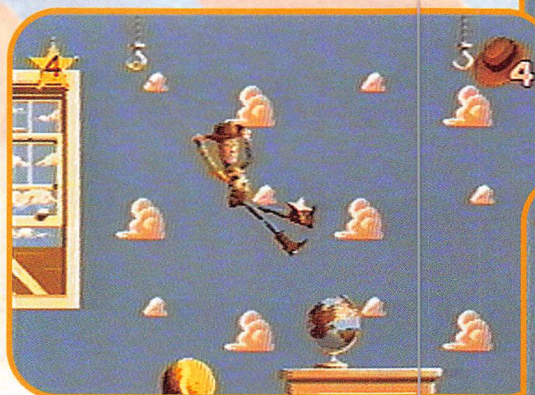
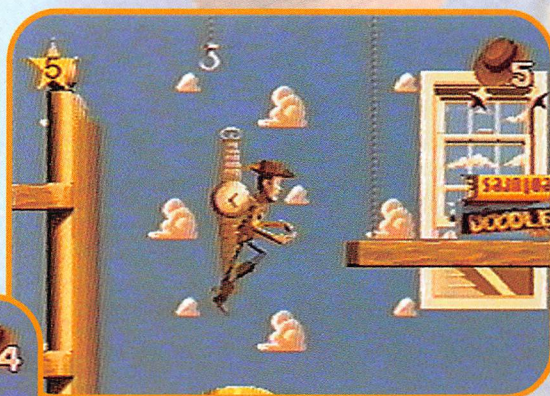
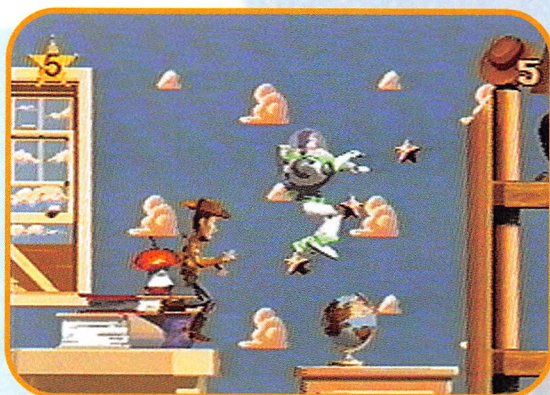
Activate all the Continue Flags. If you lose a life, a Continue Flag guarantees that you start from the location of the last Continue Flag—unless, of course, it's your last life. Don't miss the Continue Flag on the high ledge; you need to swing to it using a hook.



HOOKS

Often you can choose your method of “transportation”—either swinging from a hook, bouncing off a ball, or simply jumping from one item of furniture to another. But other times your only way forward is to swing from the hooks.

For example, look at the Ego Check map. At one point the only way to move forward is to swing along a row of six hooks. You can also use the Tennis Balls to help you out part of the way. Make sure you are still moving forward as you release the last hook, otherwise you may miss your target and fall right off the screen. But don't relax after you've negotiated the six hooks—there's another one coming up soon.



Ego Check

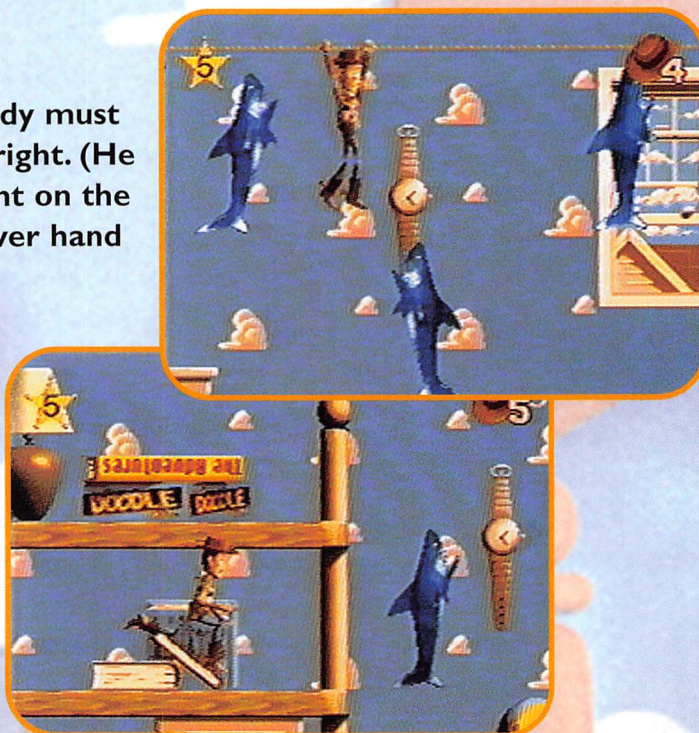


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THE ROW OF SHARKS

About halfway through this stage, Woody must bounce from a ball up to a rail on the right. (He automatically grabs the rail.) Press right on the control pad, and Woody swings hand over hand along the rail.

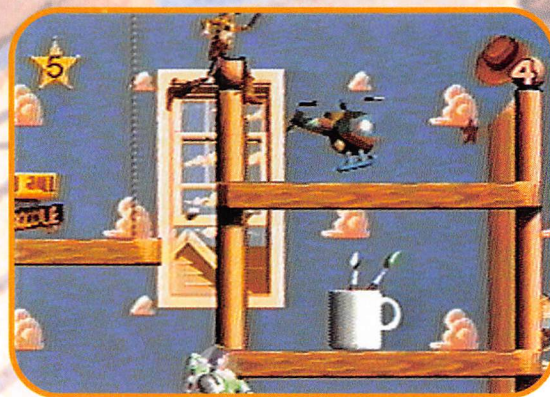
To dodge the sharks that lunge up toward Woody, you need to pause as he moves along the rail. Do not press the "jump" button while Woody is on the rail, because it causes him to release the rail and fall. At the end of the rail, Woody must jump to the right to reach the next shelf.



THE HELICOPTER

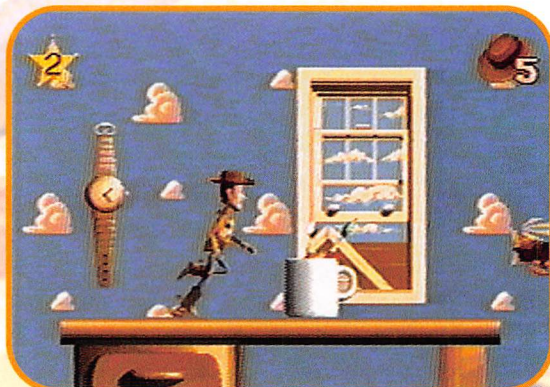
There is a Helicopter flying backwards and forwards on a shelf. To get the star or Cowboy Hat, Woody should jump to the shelf below, and then jump up to get the item.

Note: It depends on the version of the game for which item you can get. For Sega, it's a star; Super NES, it's a Cowboy Hat.

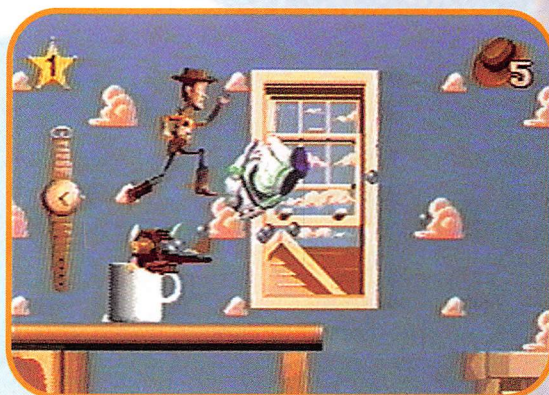


AIRPLANES

Planes are one of the most difficult objects to avoid in this stage. You must know exactly where the planes fly; sometimes the very edge of a surface may be safe even though a Plane flies across most of the surface.

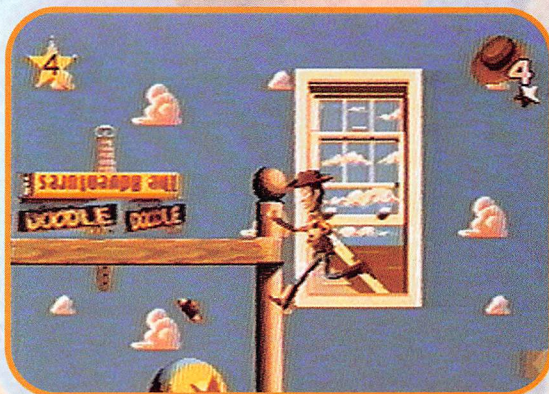


To avoid Airplanes, either whip them or jump over them. You should know in advance what your next move is going to be. If you don't, the plane will come around and hit you while you're deciding your next move.



THE COWBOY HAT (SEGA VERSION)

A Cowboy Hat provides you with a whole new life. All you need to do is get to the shelf with the Beach Ball and floating hat. At first, Woody will reach the shelf above the cowboy hat, but he won't be able to reach the hat.



To pick up the new life, do the following: jump to the next piece of furniture, turn around, and then jump for the ball beneath the hat. Now you can bounce up to the shelf above and collect the hat on your way.

Note: On the SNES version, the extra life is on a shelf by one of the Continue Flags.

FALLING OFF THE SCREEN

If Woody falls off the screen, don't worry. Keep bouncing and try to bounce onto a shelf, the top of a piece of furniture, or onto a ball. Each time Woody disappears off the screen he suffers damage, but if he can recover quickly enough he may not lose a life.



Ego Check

LEVEL 1 Andy's Room

BIG BOSS CHALLENGE

Still consumed by his jealousy of Buzz, Woody falls asleep. He dreams that he has been removed from his place on Andy's bed, and stored in the toy box. In the toy box, Woody comes face-to-face with a Nightmare Buzz, who's armed with a real laser.



"WELL WOODY, WHILE YOU DID KEEP UP WITH ME, YOU KNOW I COULD FLY AROUND THIS ROOM WITH MY EYES CLOSED!"

"OKAY THEN, MR. LIGHTYEAR! PROVE IT."

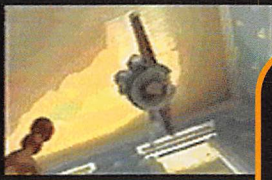
"ALL RIGHT, THEN, I WILL. STAND BACK EVERYONE...."



"TO INFINITY... AND BEYOND!!"

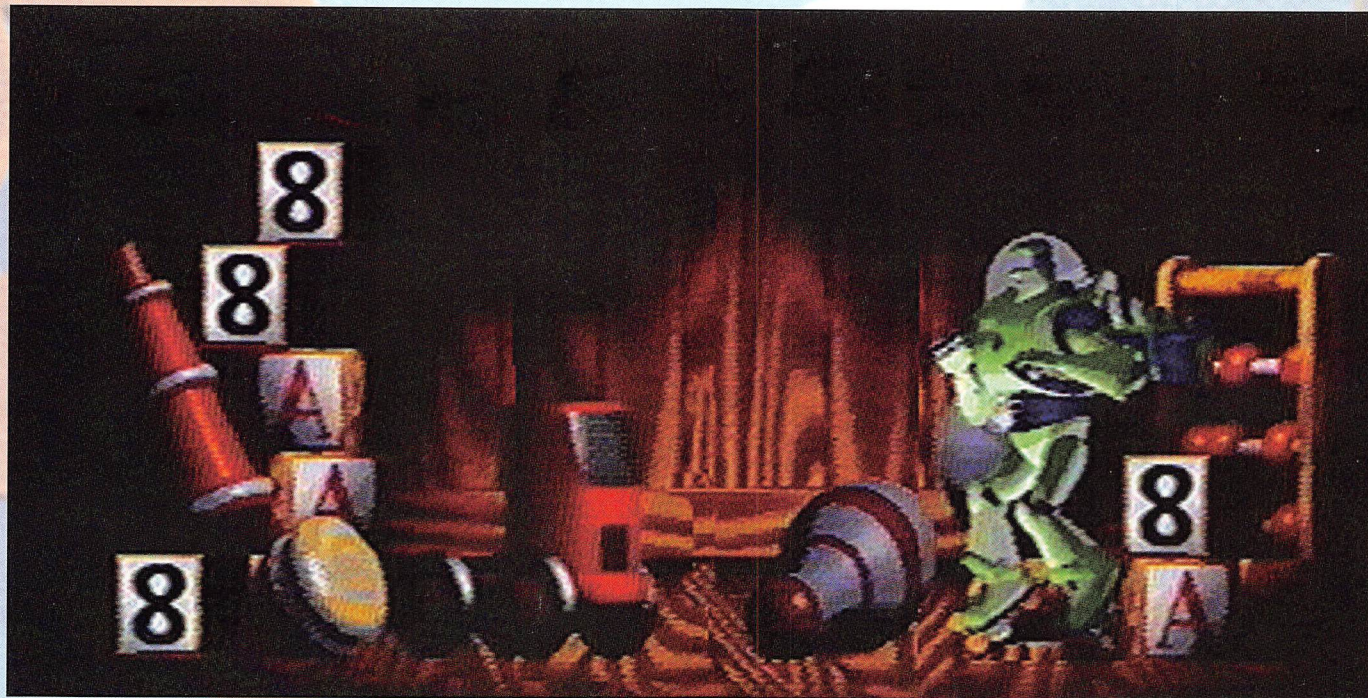
BUZZ LEAPS OFF THE BED....

DIVING DOWN, BUZZ LANDS ON A BIG RUBBER BALL THAT BOUNCES HIM BACK UP AND INTO A TOY PLANE MOBILE WHICH SWINGS HIM AROUND THE ROOM.



"AWW! NOW ALL THE TOYS THINK BUZZ CAN FLY! Hmm. Well, in a couple of days everything will be just the way it was. They'll see. In the morning I'll still be Andy's favorite toy.

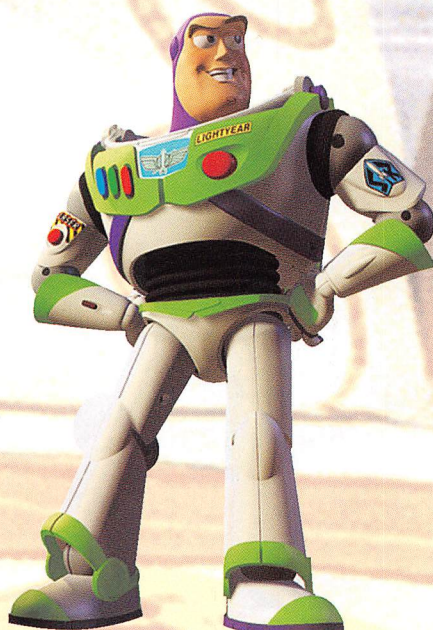
WHAT I SHOULD DO NOW IS STOP WORRYING ABOUT BUZZ AND JUST GET SOME SLEEP..."



TACTICS

The toy box contains a variety of blocks and other toys that Woody can climb on. The phantom Big Boss figure constantly appears and disappears. His appearance is geared towards Woody's current position. It is important for Woody to keep moving in order to throw off Buzz's attacks.

Woody should shift position each time Buzz disappears and again each time he appears. He also should avoid the edges of the screen, because there is little room to maneuver.



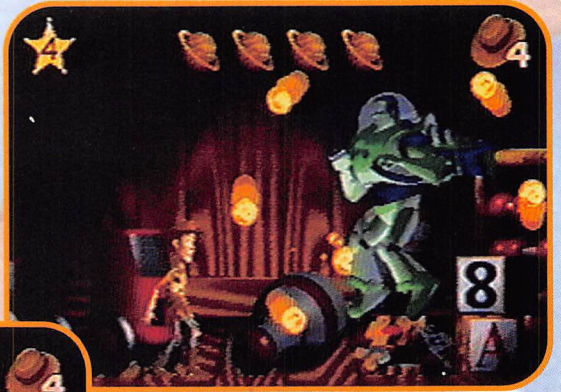
THE LASER

The Nightmare Buzz has a real laser. It only fires once during each appearance and always at the same angle. Just before he fires, Buzz lifts his arms and aims at Woody. This is the time to duck and avoid the laser beam.



FIREBALLS

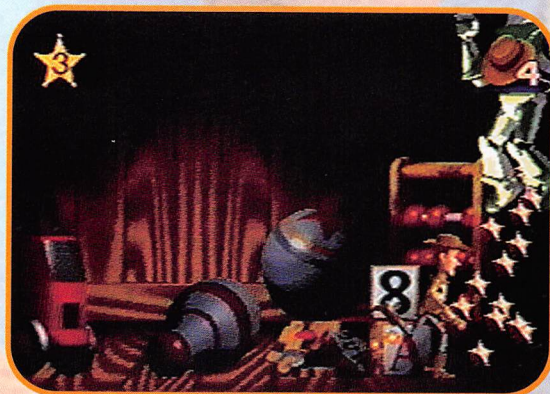
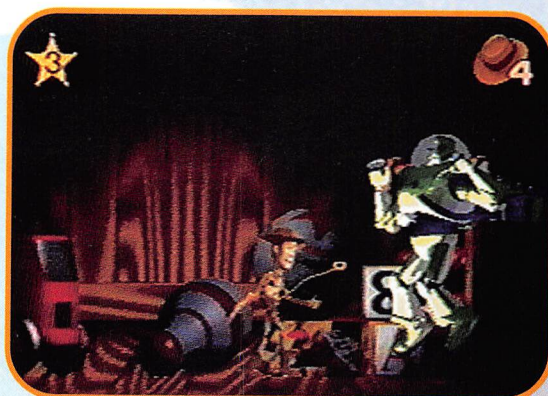
The eight fireballs that circle Buzz are only dangerous if Woody collides with them. Woody must whip the fireballs using the pull-string to keep Buzz at a distance.



ATTACK

It is not enough for Woody to defend himself, he must conquer his fear of Buzz. First, he must use the pull-string to destroy the Fireballs. Then he must use it on the Nightmare Buzz. Buzz is only vulnerable when he's adjusting his arm control just before he disappears. When Buzz takes a hit, he throws up his arms.

Buzz begins with four lives. The "planet" icon at the top of the screen keep track of the number of lives he currently has. When he loses his last life, tin stars fall down. Woody should run under the falling stars and collect as many as possible. Make sure Buzz is near the center of the screen when this happens, because this gives Woody his best chance of collecting more stars.



TAKE CARE OF YOURSELF!

- ☆ Each time Woody loses a life, Buzz gets all his lives and his fireballs back. So if you don't want to start all over again—you need to be very careful!

Big Boss Challenge



LEVEL 2 Andy's Room, Pt. II

A BUZZ CLIP

Several days have gone by and Buzz is firmly established as Andy's new favorite. Andy's mom is taking Andy to Pizza Planet for dinner.

"You can bring one toy," she says.

This gets Woody's attention. He's quite sure Andy will take Buzz. But what if Buzz can't be found? If Buzz can be knocked out of sight behind the cupboard maybe Andy will take Woody to Pizza Planet instead. Woody picks up RC Car's remote control and starts up RC.



THE DAYS PASS AND WOODY FINDS HE IS NO LONGER ANDY'S FAVORITE TOY. AS THE LAST BOXES ARE PACKED SO THE FAMILY CAN MOVE TO A NEW HOME...

...WOODY WATCHES ANDY PLAYING WITH BUZZ.

"DINNER AT PIZZA PLANET?" ASKS ANDY'S MOM. "AND BRING A TOY!"

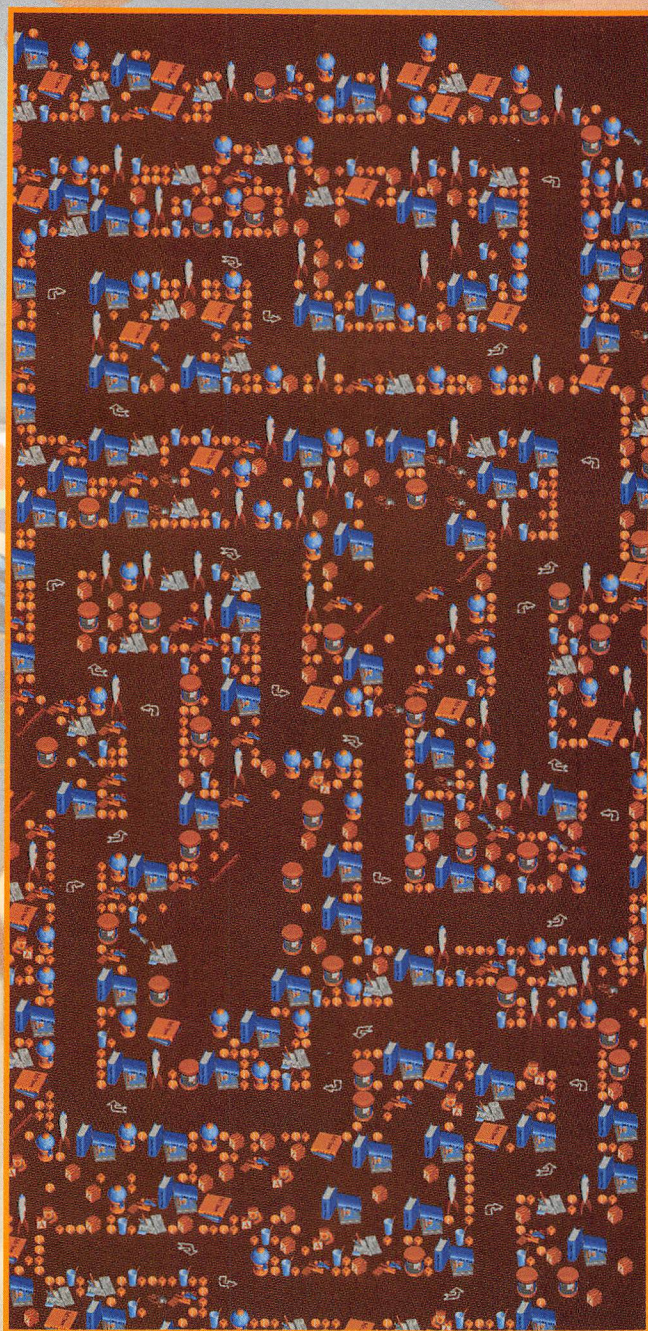


"BRING A TOY! ANDY WILL TAKE BUZZ UNLESS... UNLESS I CAN HIDE HIM BEHIND THE CUPBOARD SO ANDY HAS TO TAKE ME INSTEAD!!"

WOODY PICKS UP RC CAR'S REMOTE CONTROL AND STARTS UP RC...

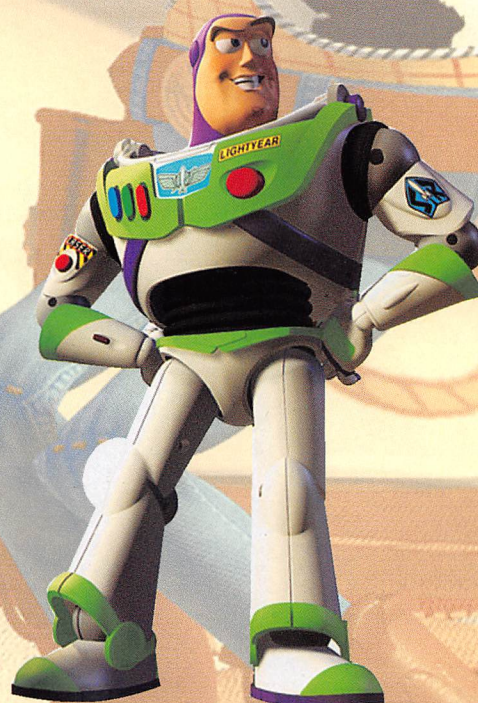
"NOW, IF I CAN JUST BUMP THE CAR INTO BUZZ..."





RECHARGING

This is a race against time. To keep the RC Car running, Woody must keep bumping Buzz. Each time Buzz is hit, he drops a power pack. When Woody drives the car into the power pack, the car is refueled. It's best to hit Buzz from behind, because the power pack will not roll very far.



SPEED

Speed is the key to saving time. Hit Buzz and collect the battery before the energy gauge reaches empty.

Just follow the arrows, because they act as a guide to upcoming bends. Concentrate on driving the car—do not watch the fuel gauge, because it will slow you down.

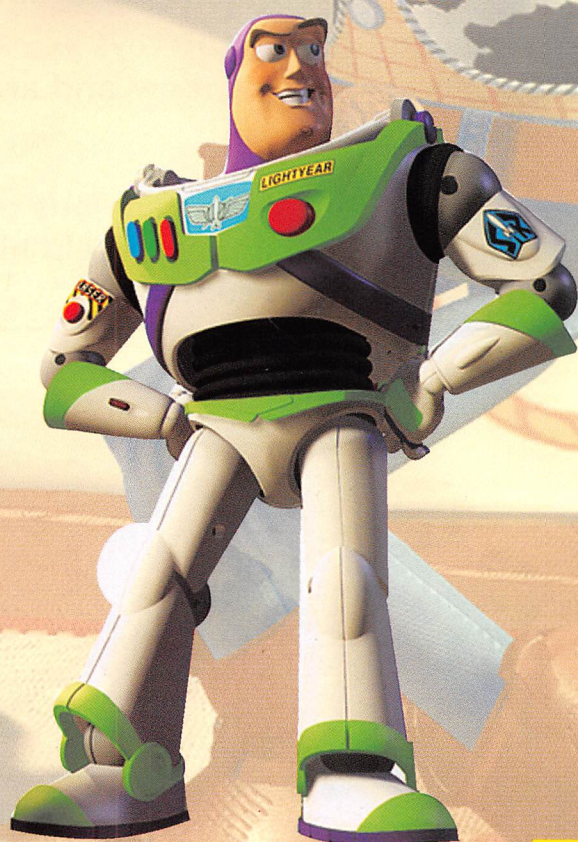
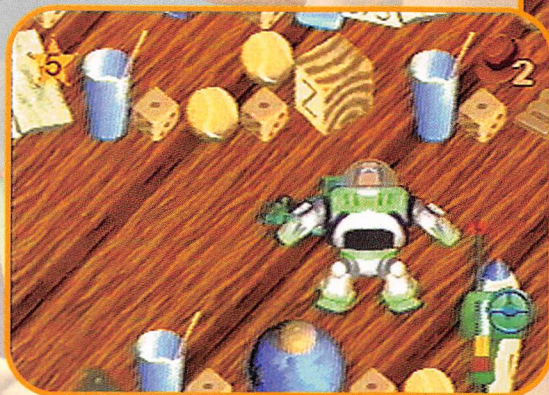


COLLECTING STARS

Collecting all fifty stars is optional. With practice you will be able to do this at a high rate of speed. At first, however, you may find it helpful to slow down the RC Car just before you reach a group of stars.



If you miss some stars, there is usually time to turn around and go back for them, but you must get the stars on the second pass or you may run out of fuel.

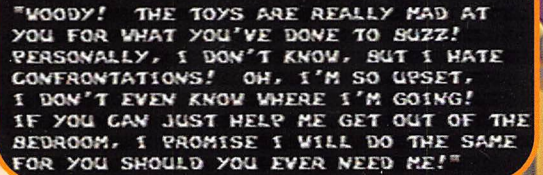


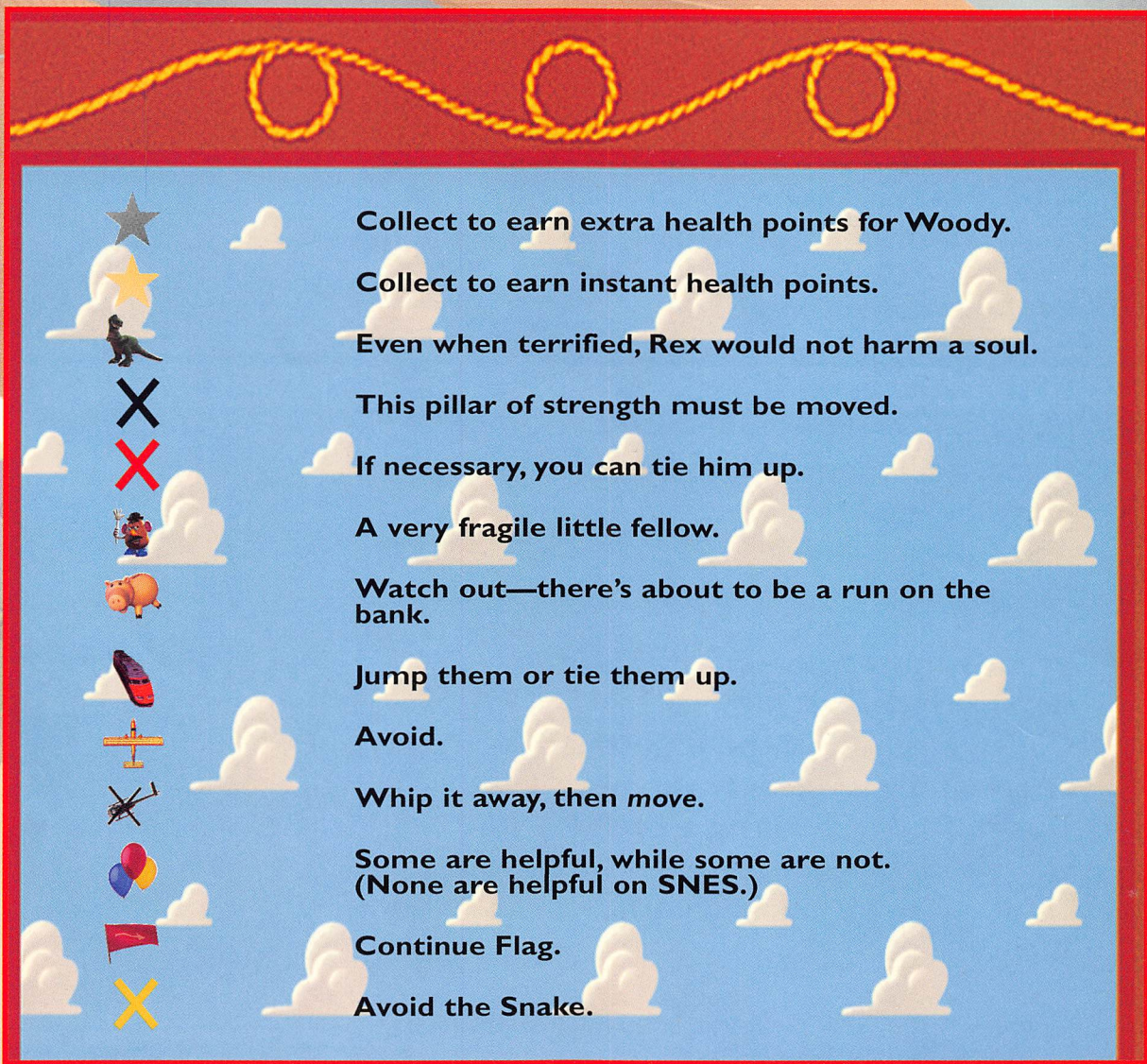
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A Buzz Clip

REVENGE OF THE TOYS

Rex, a gentle dinosaur, is anxious to avoid trouble, and asks Woody to help him escape from Andy's room.





Collect to earn extra health points for Woody.

Collect to earn instant health points.

Even when terrified, Rex would not harm a soul.

This pillar of strength must be moved.

If necessary, you can tie him up.

A very fragile little fellow.

Watch out—there's about to be a run on the bank.

Jump them or tie them up.

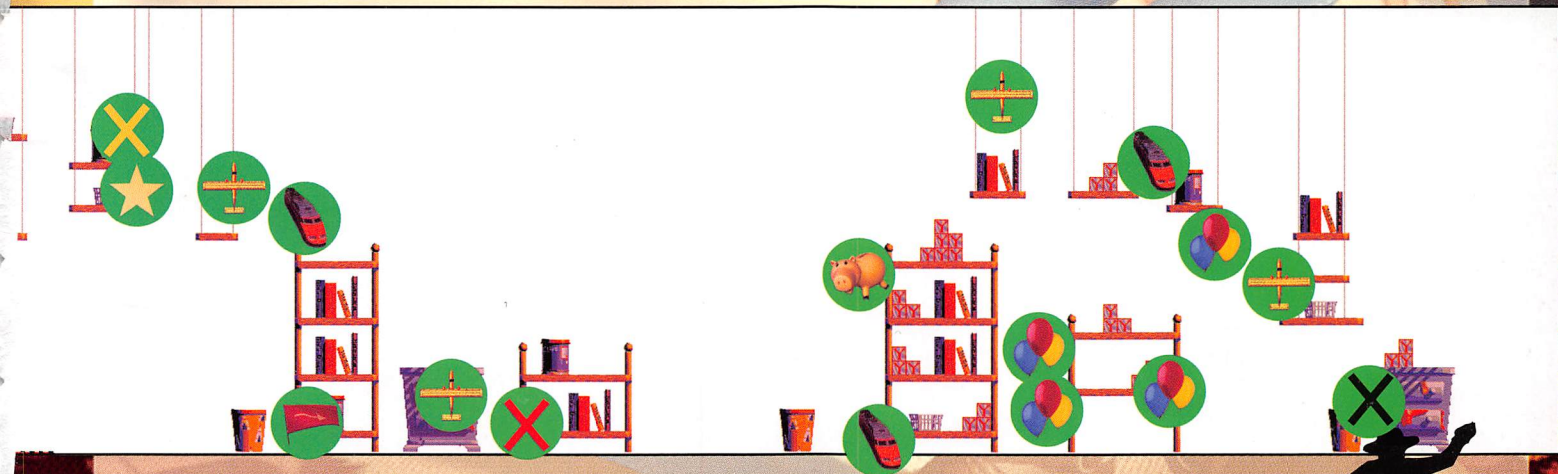
Avoid.

Whip it away, then *move*.

Some are helpful, while some are not.
(None are helpful on SNES.)

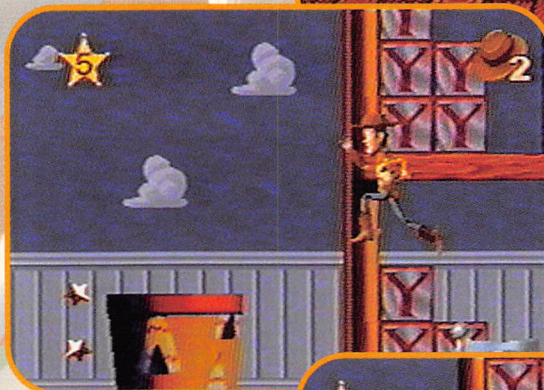
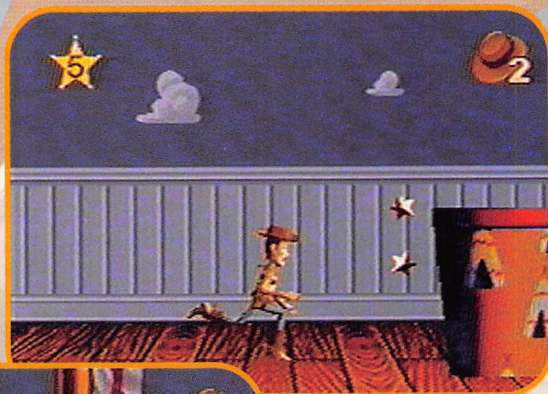
Continue Flag.

Avoid the Snake.



MAKE WAY!

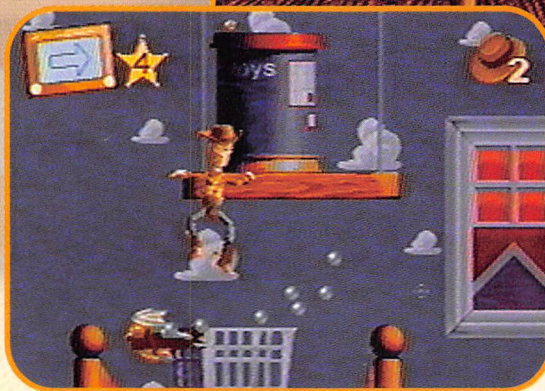
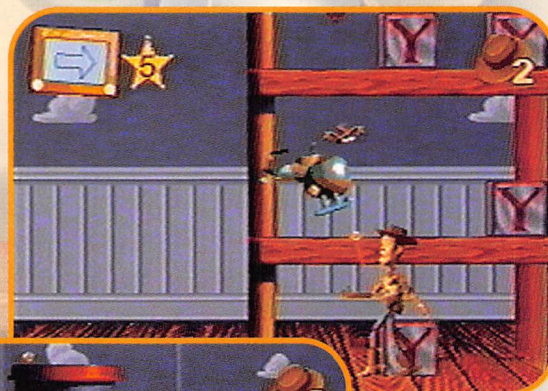
- ☆ It would be very simple if Woody could just head for the door at the far right of the screen—but his path is blocked by Conga Drums.
- ☆ Woody must climb the blocks and jump to the shelves and ledges above him, so that he can jump down beyond the first tub that blocks the path.
- ☆ Woody must release Rex from behind the Conga Drum. But the frightened Rex accidentally kicks over the next Conga Drum, creating a pathway for Woody. Repeat the process when you come across a blocked path.



THE START

The first time Woody has to climb, he encounters a Helicopter. Woody should whip it away with his pull-string, and then jump swiftly to the first and second shelves. On the third shelf Woody must avoid an Airplane and jump to the ledge on the right.

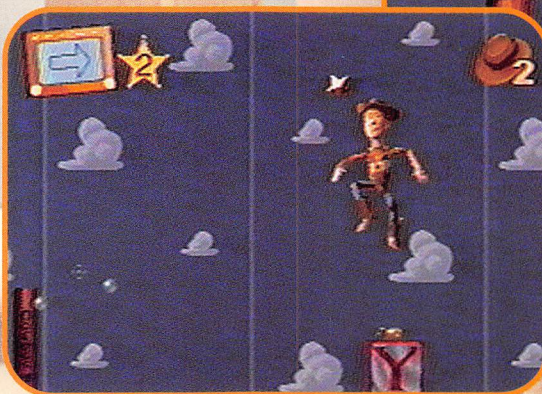
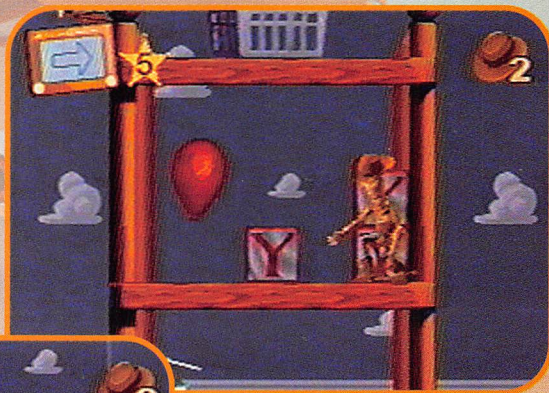
Once there, he should climb the blocks to the level above, then jump to the left to find a Gold Star, and then down and to the left to collect the three Tin Stars above the first dresser. (Note: There are no Gold Stars on the SNES version.)



DANGERS AND REWARDS

Other dangers that Woody encounters in the upper levels are Planes, Trains, and Balloons. Planes must be avoided as much as possible, by either quickly moving away from them or jumping over them or whipping them. Trains can be avoided or tied up.

Some of the Balloons drop stars when hit, and some drop fallout. Some of the later Balloons have an opposite effect. As the map shows, these dangers are offset by all the stars that can be collected. (Note: The SNES version doesn't have any stars in the Balloons.)

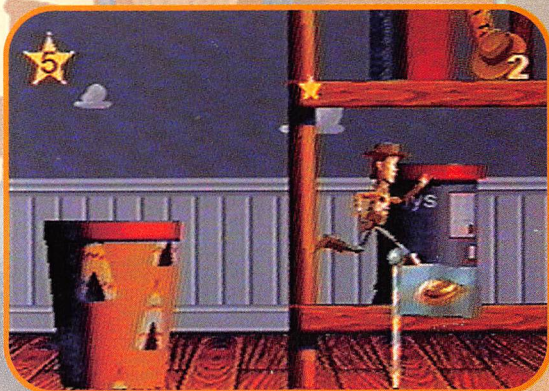


CONTINUE FLAGS

There are quite a few Continue Flags in this stage. When Woody uses his pull-string to knock away the blocks in front of Rex, it reveals a flagpole.

As Woody passes the flagpole, a Continue Flag appears and Gold Stars appear. Collect the stars before they disappear.

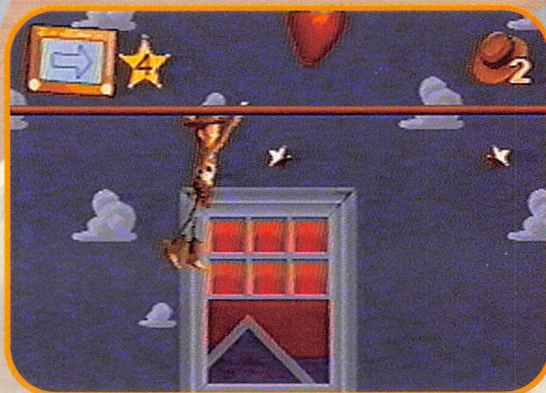
Note: The SNES stars don't disappear.



THE RAIL

As Woody moves along the rail collecting stars, the Balloons above will burst and drop fallout on Woody. The best way to avoid the fallout is to pause, and then when the Balloon is at its highest, quickly cross under it. You can recover any lost strength by collecting Gold Stars at the next Continue.

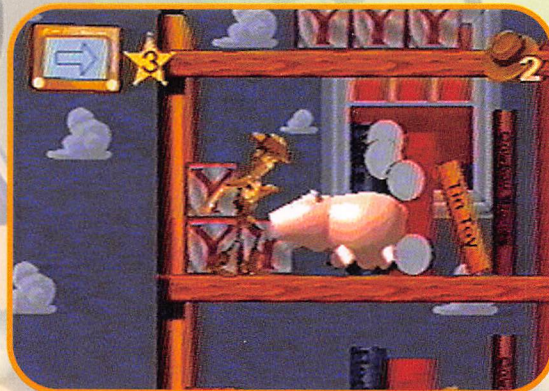
Note: These balloons do not burst on the SNES version of this stage.



HAMM AND POTATO

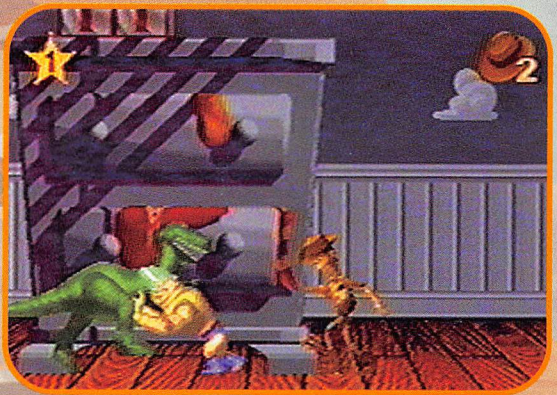
Hamm spares no expense to stop Woody from reaching him, and the little piggy bank showers coins on our hero as he climbs the shelves. When Woody reaches Hamm's level, the best tactic is to crouch and use Woody's pull-string. This ties up Hamm briefly, and lets Woody jump out of his reach.

Mr. Potato Head is even easier to deal with: One flick of the pull-string and he falls apart—but he regains his features when Woody leaves.



ROCKY GIBRALTAR

At the very end of this stage, Rocky Gibraltar is blocking Rex's exit. Woody must first get Rocky to move by using his pull-string. Then he needs to turn around and run toward the far right of the screen. Rex's exit ends this stage of the game.



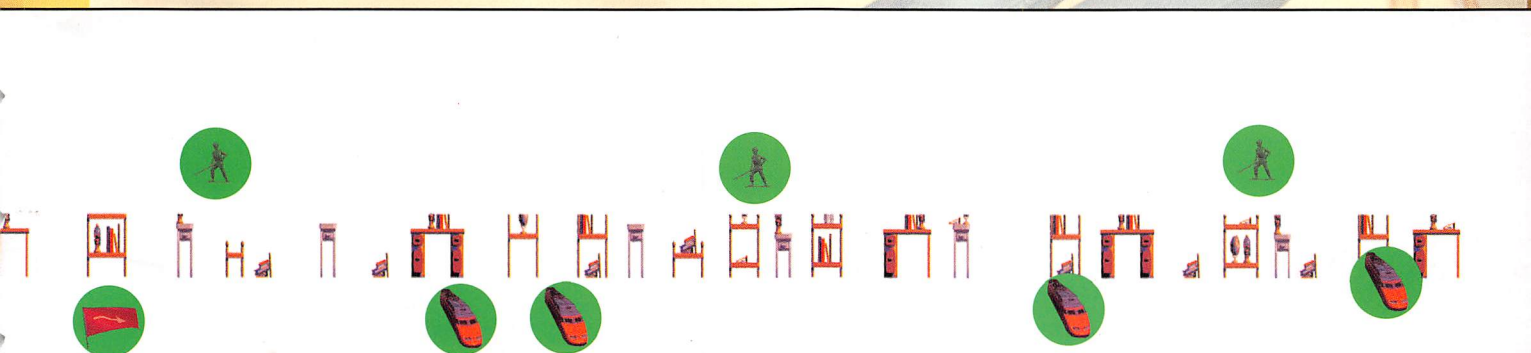
Collect to earn extra health points for Woody.
You automatically restart at this position.

Avoid.

Avoid.

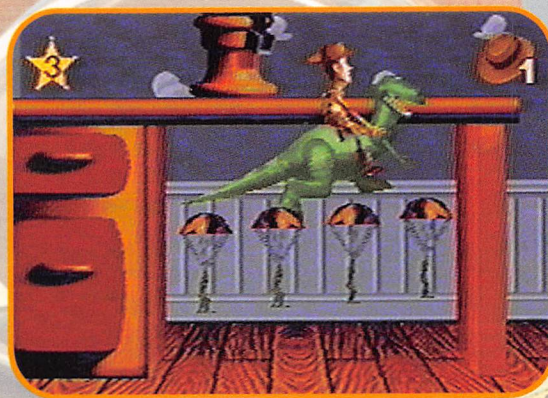
Avoid.

Avoid.



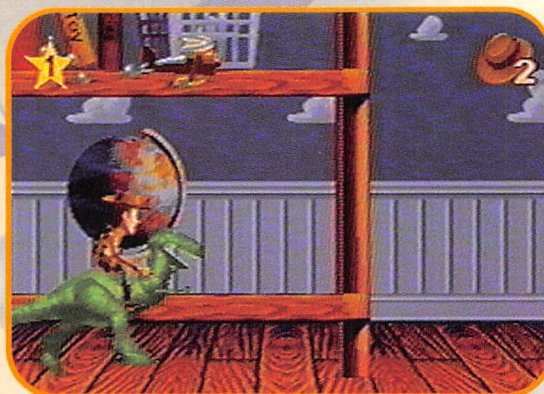
KEEP YOUR EYES OPEN

- ☆ You have fewer options in this stage than in any of the previous stages. Woody can't stop Rex's headlong flight, except by using the Start button to freeze the action. This gives you a moment to catch your breath and think about your next move.
- ☆ Watch out for the Green Army Men that are dropped by the Planes.



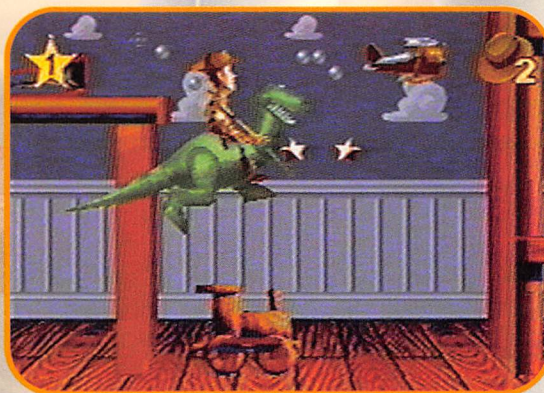
BRAKING AND ACCELERATING

There are three things you can do to move Rex: press left to go left; press right to move right; and you can jump. There is no climbing during this stage, and Woody has his hands full so he can't use his pull-string.

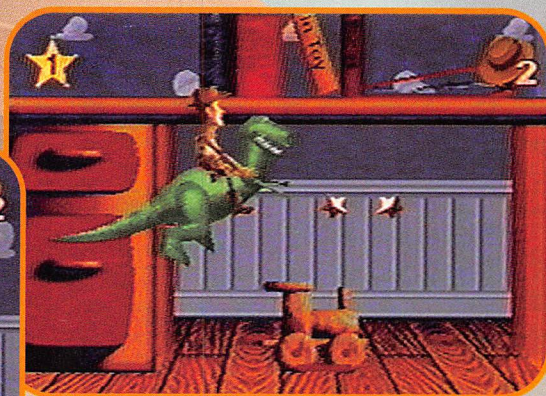
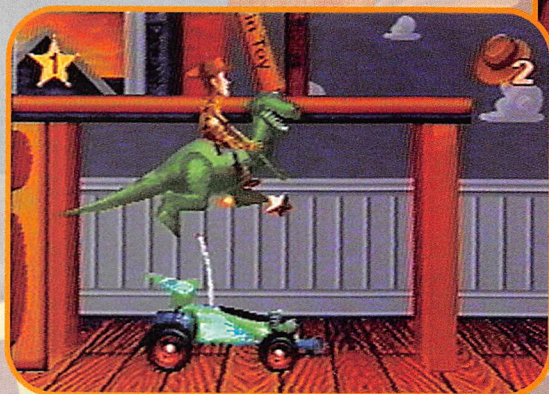


OBSTACLES

Trains should be jumped over, and Planes should not be jumped into! Also, watch out for the RC Car, which is very angry about the way it was used to dispose of Buzz.

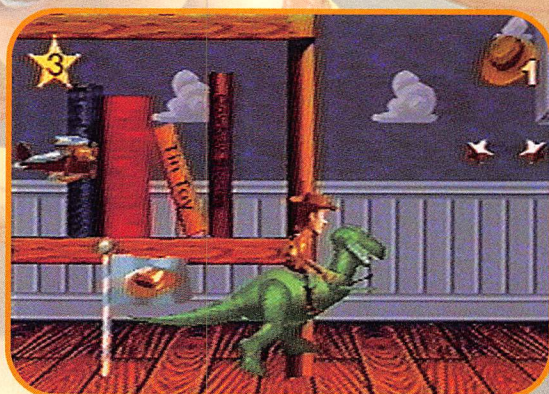


As the Car picks up speed, you should jump, press to the left, and then land behind the Car.

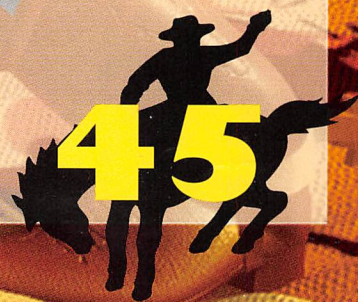


BONUS ITEMS

There is a Continue Flag about halfway through this stage. You'll probably need it. Don't forget to collect as many stars as you can.



Run, Rex, Run



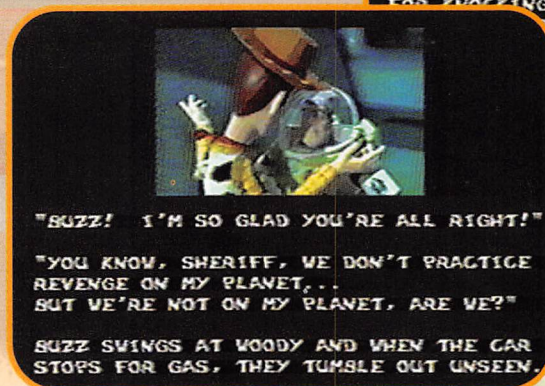
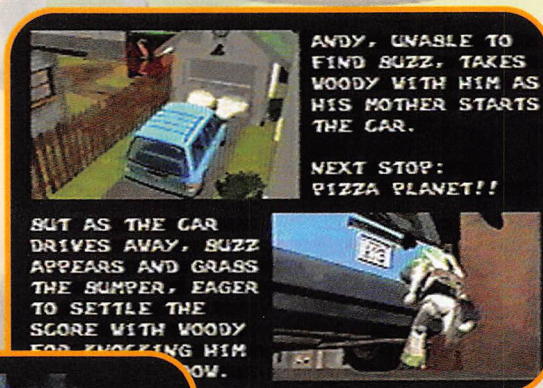
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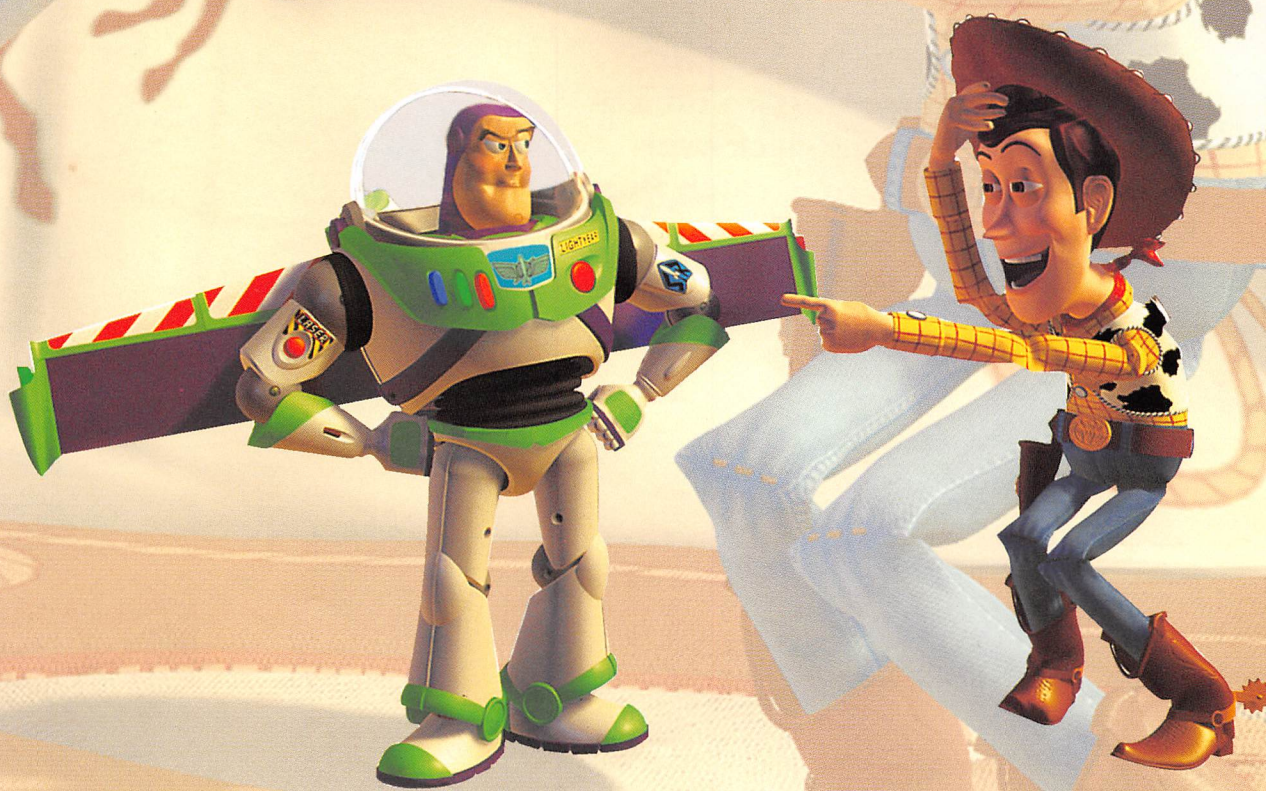
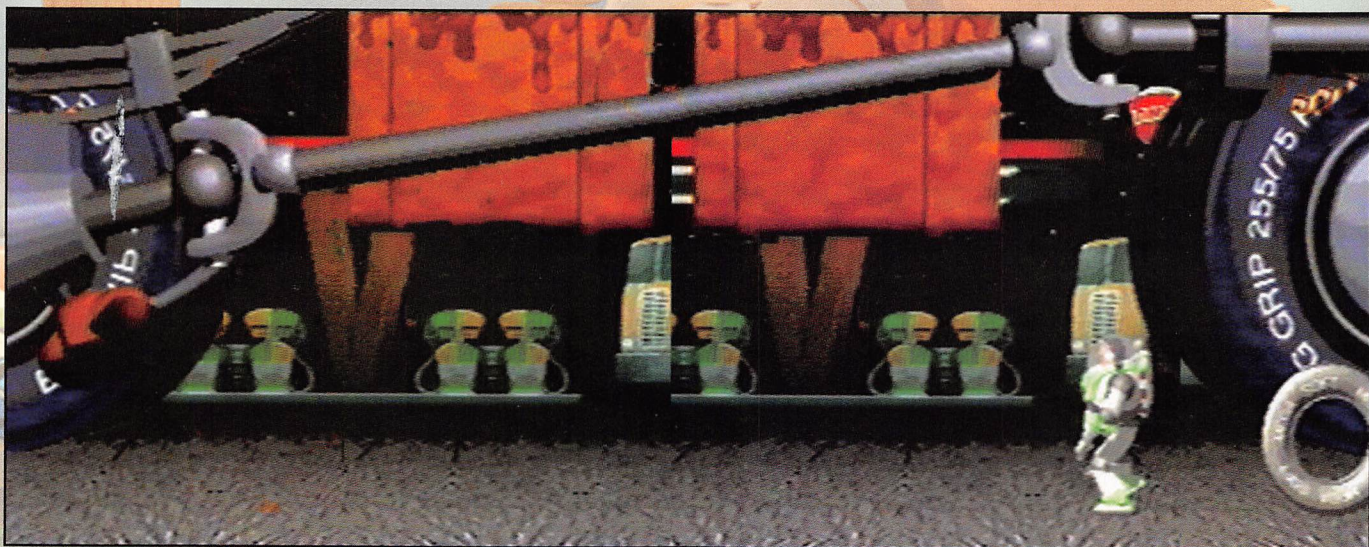
LEVEL 2 Andy's Room, Pt. II

ANOTHER BIG BOSS AREA

Andy can't find Buzz, so he picks up Woody and takes him to Pizza Planet. Buzz wants revenge, so he jumps onto the bumper of the car as Andy's mom drives off.

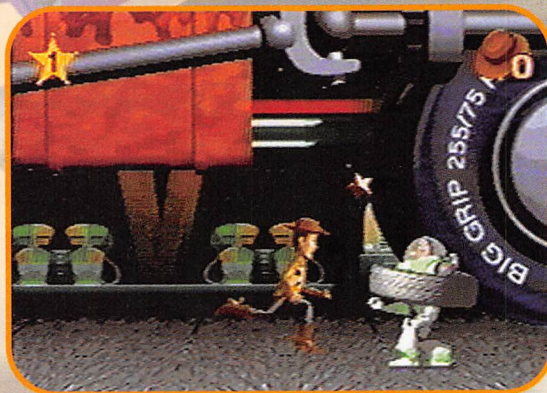
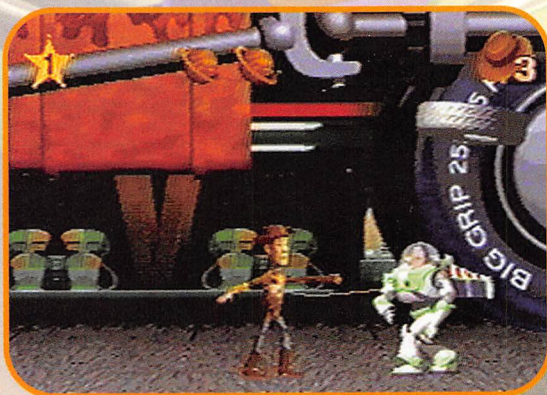
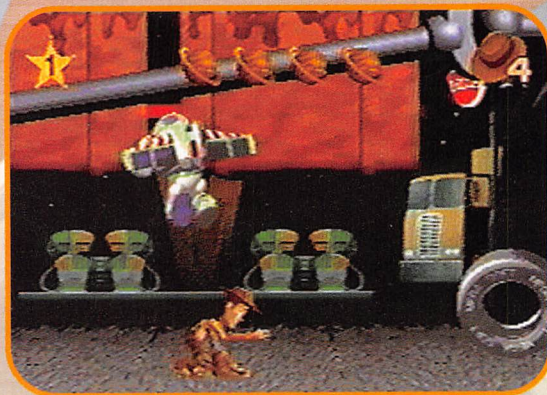
Woody and Buzz struggle and when Andy's mom stops for gas, they fall out of the car unseen.





TIRE-D YET?

- ☆ Woody must avoid Buzz by running, jumping, and ducking.
- ☆ The pull-string has no effect on Buzz. Woody's only weapon is the tire.
- ☆ Buzz has four lives—each time he is trapped by the tire, he loses one life.
- ☆ Woody can send the tire flying into the air by hitting it with the pull-string. To keep it in the air, hit the underside of the tire with the pull-string by hitting up diagonally.
- ☆ Aim the tire at Buzz when he is standing still and not too close to Woody.
- ☆ Woody can bounce the tire off the end of the screen and back over Woody's head. This may catch Buzz by surprise.





Another Big Boss Area

LEVEL 3 Pizza Planet

FOOD AND DRINK

Buzz and Woody have joined forces to find Andy. They reach Pizza Planet, but notice that the entrance is closely guarded. The only way they can enter is in disguise.





WOODY AND SUZZ ARRIVE AT PIZZA PLANET, BUT FIND THE ENTRANCE CLOSELY WATCHED!

HOW CAN WE GET INSIDE, WONDERS SUZZ, UNTIL HE SPOTS WOODY WITH A MEGA GULP CUP ON HIS HEAD.

"SHERIFF, I LIKE THE WAY YOU THINK!"



SUZZ AND WOODY FINISH JUST IN TIME TO SEE ANDY AND HIS MOTHER DRIVING OFF!

"I'M A LOST TOY!" CRIES WOODY.

BUT THEN, JUST WHEN ALL SEEMED LOST, A TRUCK ARRIVED THAT COULD TAKE THEM TO PIZZA PLANET! QUICKLY, THEY HOPPED ON BOARD.



GET OUTTA THE WAY!

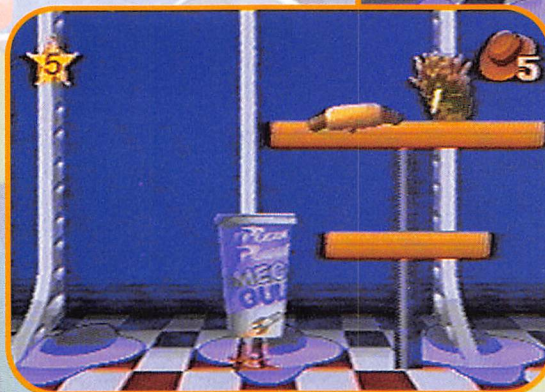
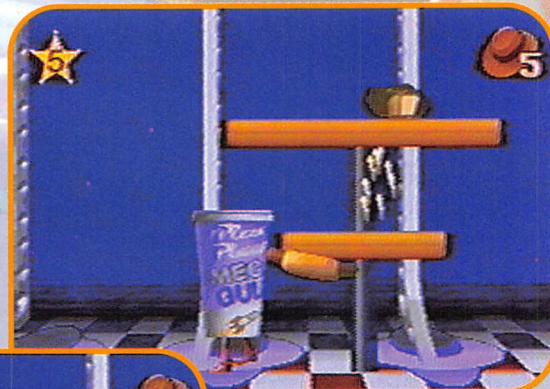


Press Right on the control pad to make Woody move to the right. Woody can go to the left, but this just makes him collide with Buzz, and you can't get past him.

FALLING FOOD

Burgers, fries, and other food items are constantly falling from the tables to the floor. Woody should avoid the food by pausing until the food has hit the floor. If you crouch while the food is falling, Buzz won't run into you.

Crouching enables Woody to slow down just before each item of food falls, and it prevents Buzz from bumping into him.



SOFT DRINK MACHINES

Slow down as you near the soft drinks machines to avoid being hit by a falling can. After one or sometimes two cans have fallen, run forward before the next one tumbles from the machine. Near the end of the stage, you must run and jump to avoid the cans.



KIDS CHASING PAPER PLANES

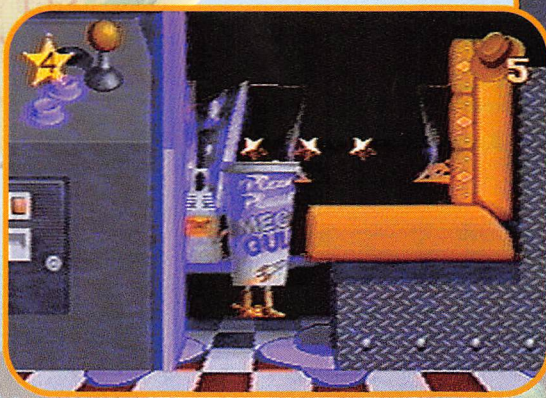
Paper planes are your early warning system! Each time a paper plane flies across the screen, it is followed by a pair of legs.

Buzz and Woody do not want to be spotted by the customers in Pizza Planet. Every time someone passes, Woody must crouch down; Buzz automatically crouches at the same time. Never crouch in front of a soft drink machine!

Customers start to appear just after you've passed the upright ice cream cone on the floor, which is just after the second soft drink machine. The customers appear on a random basis.

TIN STARS

Collect as many of these as you can. Jumping for Tin Stars is a good way of slowing down just before you reach falling food.



BUZZ

Woody suffers a hit each time Buzz bumps him. Keep moving to the right to put some distance between Woody and Buzz.



LEVEL 3 Pizza Planet

INSIDE THE CLAW MACHINE

Safely inside Pizza Planet, Buzz mistakes a Claw Machine for a spaceship that can take him back to his home planet. Buzz jumps inside the Claw Machine and Woody, knowing he can never face the other toys unless he rescues Buzz, follows.



WHILE WOODY LOOKS FOR ANDY, SUZZ SPOTS A CLAW MACHINE. HE MISTAKES IT FOR A SPACESHIP THAT CAN TAKE HIM BACK TO SECTOR 4 AND JUMPS INTO IT!

WOODY, KNOWING HE CAN'T FACE THE OTHER TOYS WITHOUT SUZZ, DIVES INTO THE MACHINE AFTER HIM.



Careful timing is needed on the elevator.

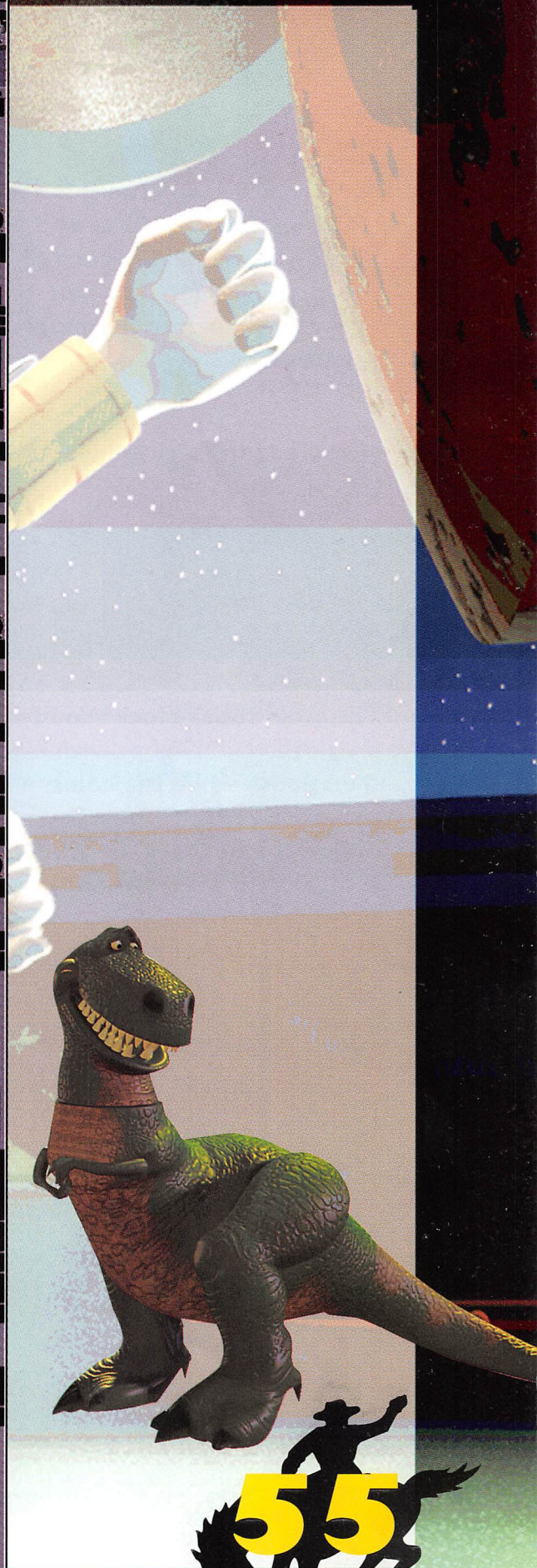
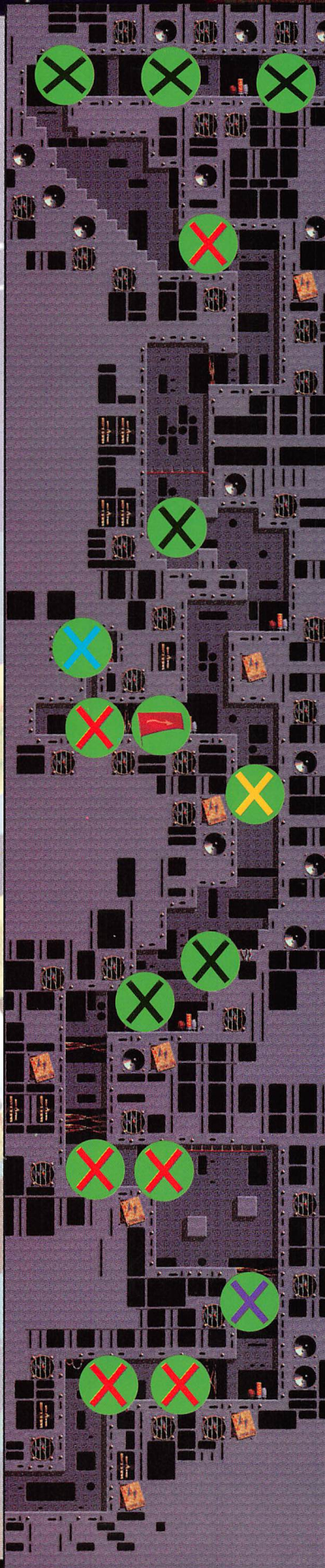
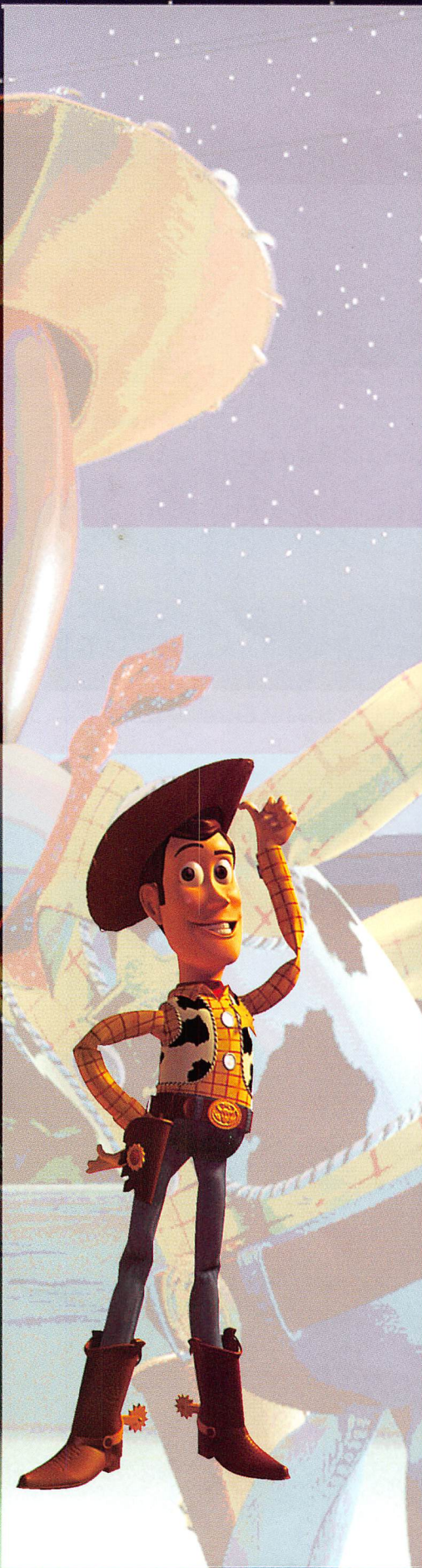
Watch out for the coins.

Avoid all fans.

Destroy and then move away from the Transistors.

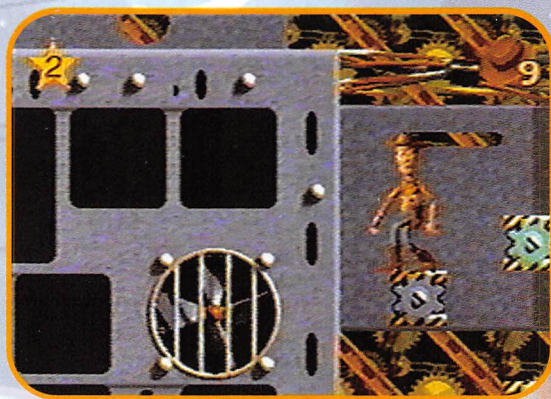
Secret Room.

Continue Flag.



GEARS

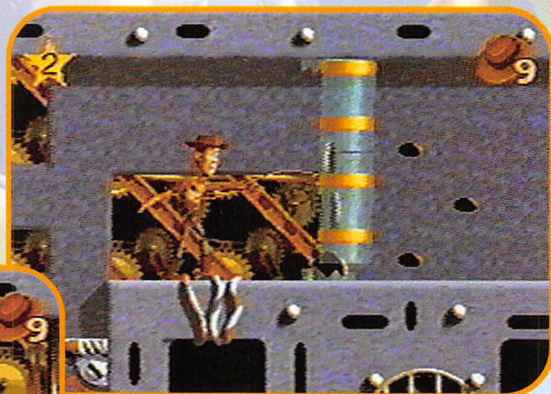
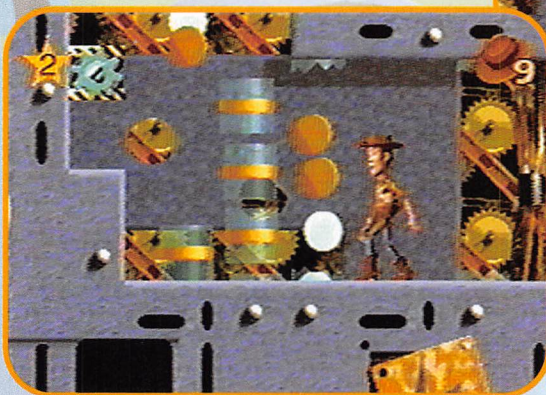
Early in this stage, there is a set of gear wheels that move up and down and from side to side. Woody needs to ride each one up and across to the far wall before jumping to the next. He must turn around before jumping or the leap will not be successful.



Later in the stage, there is a second set of gear wheels but the timing of the wheels is very tricky. Make Woody jump twice at each level to get the timing right and reach the next level.

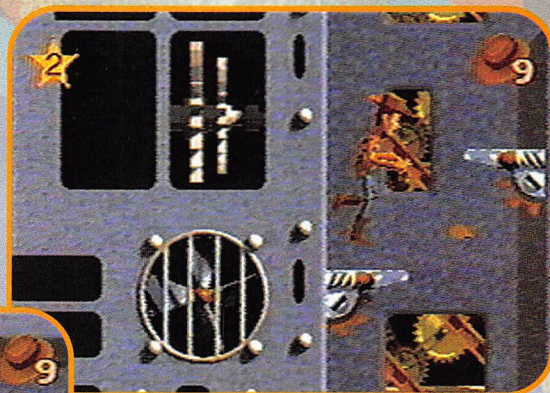
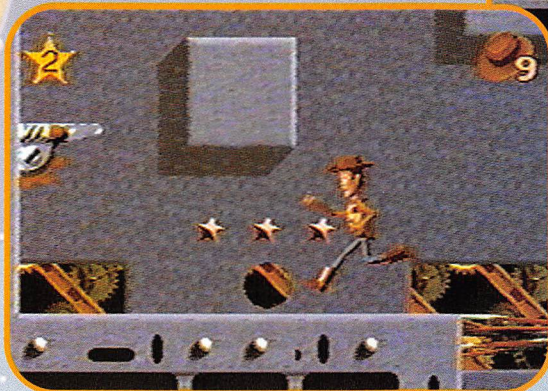
COIN TUBES

The Coin Tubes block Woody's path. He needs to break the Coin Tubes with his pull-string, and then pause while the coins fall. He must then move forward before the next coins fall down.



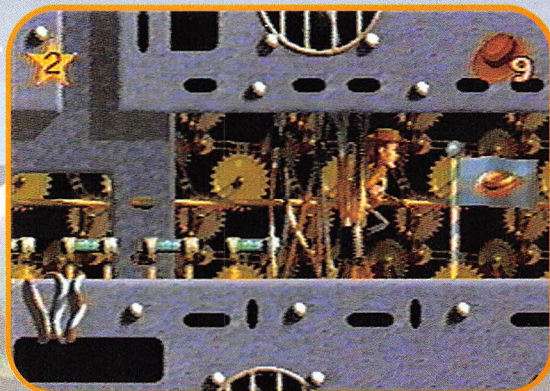
PLATFORMS

The horizontal, elevator-like platforms are one of the easier parts to travel in the Claw Machine. Woody should jump from one to another as they move up and down, and time his jumps so he can collect the stars.



EXPLODING TRANSISTORS

Transistors explode whenever Woody moves close to them. To avoid a hit, Woody should move away as the transistors explode.

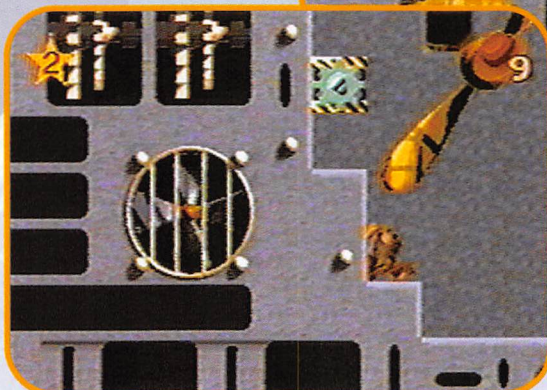
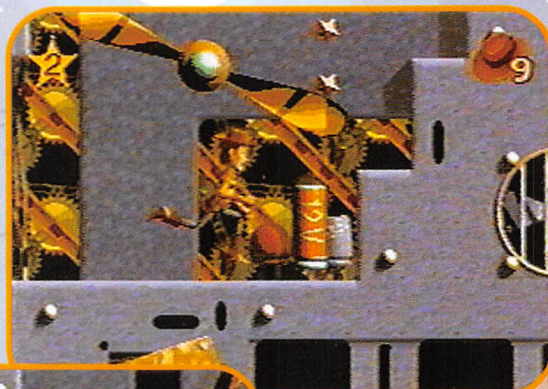


Inside the Claw Machine

FANS

The whirling fan blades are harmful to Woody's health, so his moves should be timed to avoid them. When climbing the steps alongside a fan, duck as Woody reaches each step. When he ducks, the fan blades will pass safely over him.

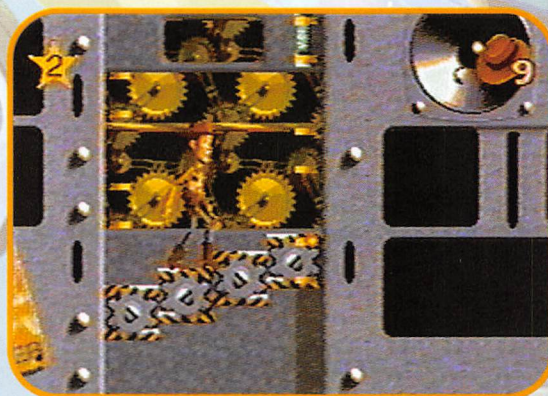
At one point Woody must climb along a rail above a fan. To avoid this fan, do not pause until you have reached the end of the rail.



THE "SWITCHBACK" ELEVATOR

This "elevator" has four cog wheels linked together in a straight line. First, one end of the line rises, and then the other in a sort of "zig-zag" movement.

Woody must ride the elevator and avoid the exploding transistors to reach the upper levels. At the same time, he should collect the stars. You can ride the elevator up and down to collect the stars. On the Sega version, crouching in the middle is the safest place. On the SNES version, staying to the left or right protects you.



CONTINUE FLAGS

The two Continue Flags save you from having to return to the beginning of the Claw Machine.



COLLECTING STARS

Woody should collect all the Tin Stars; but to reach one of them, he must enter the Secret Room.

THE SECRET ROOM

On the Sega version, to the left of the second Continue there is a Coin Tube. Woody should break the tube with his pull-string and then jump to the left through the flowing coins.

Woody will move *behind* the wall and out of sight. When he's out of sight, continue to jump, and then jump to the right. Woody emerges onto a new area where he can collect a Tin Star and a Cowboy Hat.

Note: In the SNES version, there is no Coin Tube, just a row of Transistors.



Inside the Claw Machine

LEVEL 3 Pizza Planet

REALLY INSIDE THE CLAW MACHINE

Some of the Squeeze Toy aliens who live in the Claw machine have fallen inside.

"If you'll rescue our friends, we'll lead you to Buzz," say the Squeeze Toys.

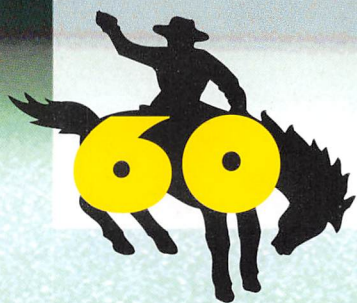
The inside of the Claw Machine is like a maze and Woody knows that he is racing against time as he begins to search for the missing aliens.



"OOOOOOOOO.
A VISITOR...FROM THE OUTSIDE!"

"IF YOU WILL HELP SAVE OUR FRIENDS WHO
ARE TRAPPED INSIDE THE MACHINE WE WILL
REWARD YOU BY TAKING YOU TO SEE..."

"THE CLAW!"



RESCUE ME

- ★ There are two outlets that lead to the area where the squeeze toy aliens are awaiting their missing friends.
- ★ The quickest way to complete this rescue mission is to deliver the first two aliens he finds to the first outlet, while taking the remainder to the other outlet. You can only carry one alien at a time. This applies only to the SNES version of the game.



Note: The Super NES version of the game doesn't have a second outlet. The SNES door is right behind you when you start the level.

After the first door and heading straight to the second door, if you pause you'll see a moving wall. Behind it, you'll find an alien.

TIMING

Woody has exactly three minutes in which to find the missing squeeze toy aliens and return them to their friends. For each two seconds that remain on the clock after he has completed the rescue, Woody receives one Tin Star.

To collect fifty stars and an extra Cowboy Hat, Woody must complete his mission in just eighty seconds!



Note: The time limit you receive to complete the mission on the SNES version of the game is not the same as the Sega version. You only get 140 seconds on the SNES, and you will receive two stars for every second left.



THE SQUEEZE TOY ALIENS

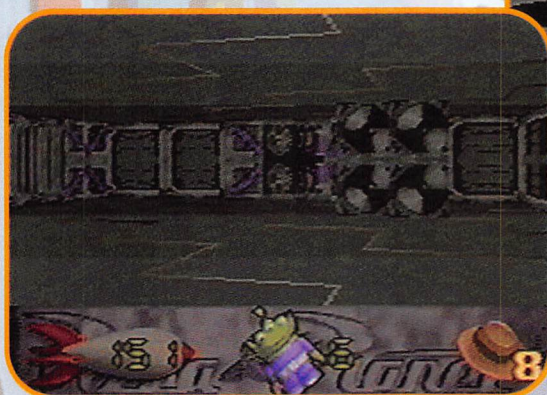
There are eight aliens lost in the Claw Machine. To pick one up, simply move toward it. Woody's hands automatically pick up the alien.

Note: There are four aliens on the SNES version.



DOORS

Doors are always marked with an X. Walk towards them to make them open.



THE CONTROLS

The four buttons on the left of the control pad move you left, right, backward, and forward. Press the control pad to move in the appropriate direction.



Really Inside the Claw Machine

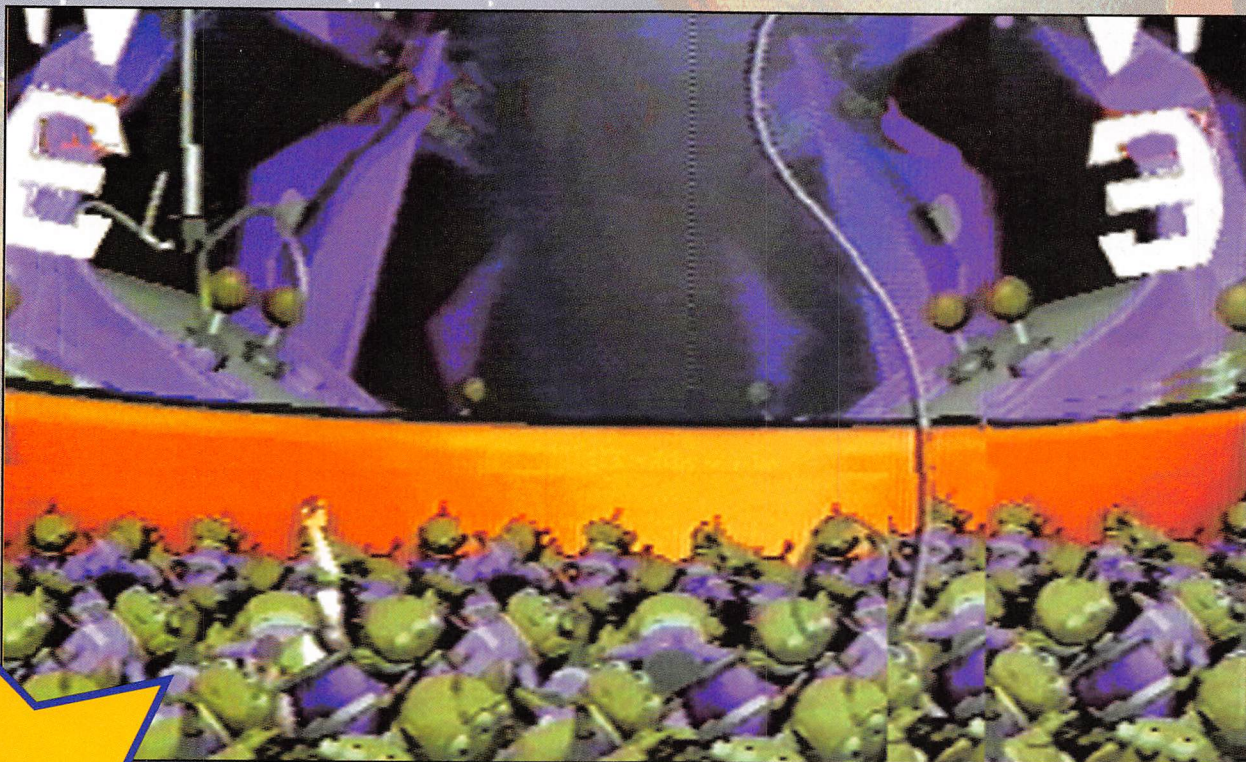


LEVEL 3

Pizza Planet

THE THIRD BIG BOSS AREA

Woody and Buzz are now face-to-face with the Claw! And guess who's controlling the Claw? Andy's annoying neighbor, Sid. Woody must prevent the Claw from capturing Buzz until Sid runs out of coins.



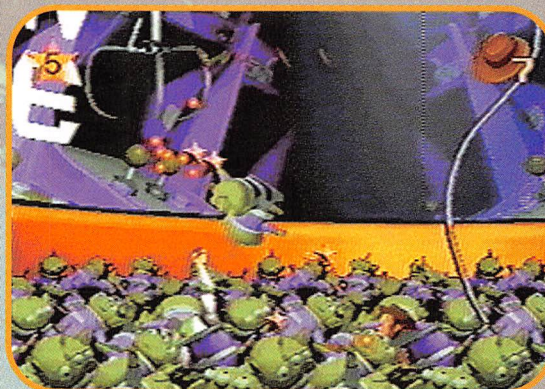
WATCH OUT!

- ★ Woody must avoid the dangling cable and the Claw. The easiest method is to either move or duck.

Note: There is no cable on the SNES version.

STARS

If Woody tosses the toys high into the air so that they hit the Claw, Tin Stars will fall down. Run under the stars to collect them.



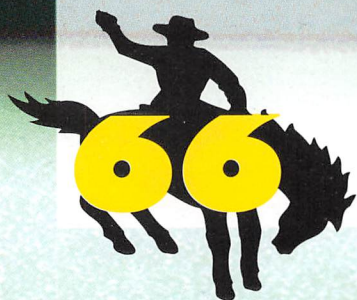
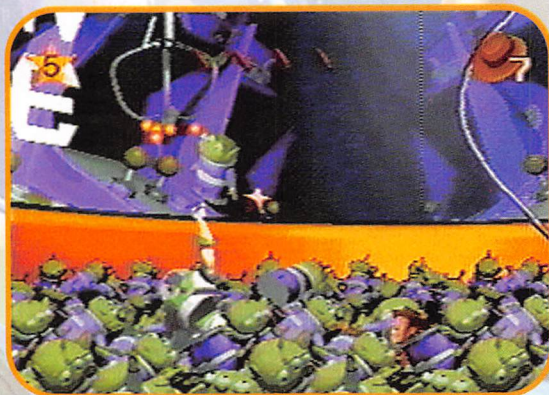
TOSSING TOYS

A two-part movement is needed to toss a toy into the air. First, use the pull-string to throw one of the toys above the others. Second, diagonally hit the toy into the air again with the pull-string.

BUZZ

Woody must prevent the Claw from capturing Buzz by tossing one of the toys at the Claw. (Use the two-part strategy described above.)

Woody should be to the right of Buzz after the Claw's first two or three attempts to pick up Buzz. That way when the Claw drops Buzz, he will be near the left of the screen, which gives Woody more time to aim the toys at the Claw the next time around.

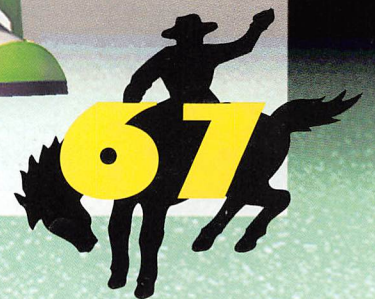


THE CLAW

The Claw has five lives, and each time it drops Buzz it loses a life. When the Claw loses a life, its movements become faster, and faster which means Woody's movements must be executed quicker if you want to beat the Claw.



The Third Big Boss Area



LEVEL 4

Sid's Room

SID'S WORK BENCH O' HORRORS

Uh, oh! Sid has finally captured Buzz with the Claw. Woody does the only thing he can, and jumps and grabs hold of Buzz.



"YOU MUST NOT FIGHT THE WILL OF THE CLAW!"

"ALL MUST OSEY THE CLAW!"

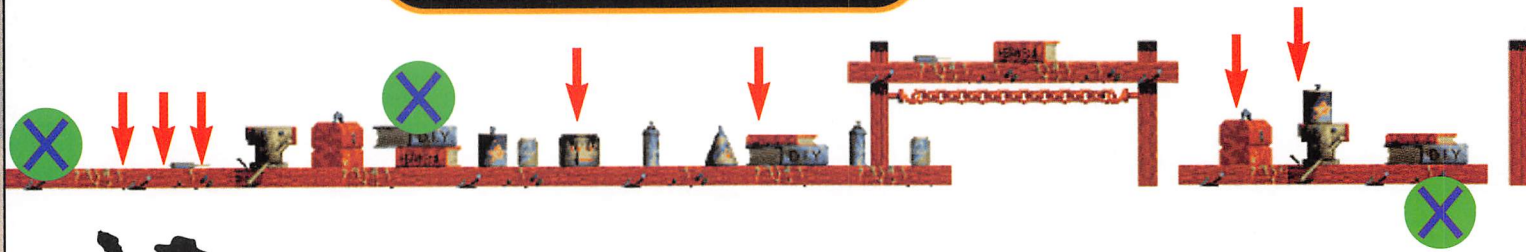
"OOOOOOOOOOOO!"

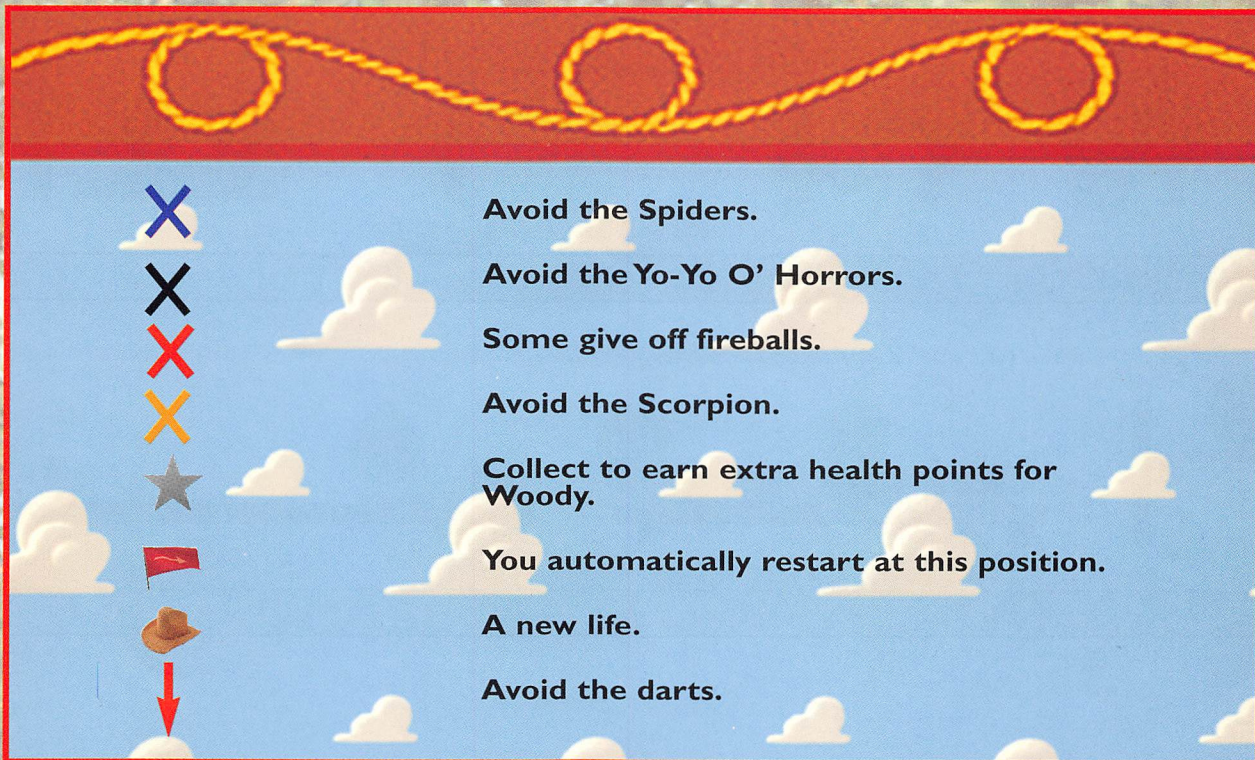
"THE CLAW, IT MOVES AGAIN!"



SID USES THE CLAW TO PICK UP BUZZ. WOODY, TRYING TO KEEP BUZZ FROM BEING TAKEN, GRABS BUZZ'S LEGS AND BEFORE HE CAN LET GO, IS LIFTED UP INTO THE AIR AS WELL.

SMILING, SID MOVES BOTH TOYS TOWARDS THE PRIZE CHUTE.



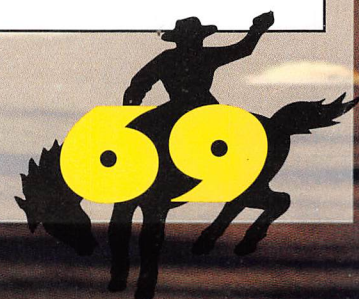


"All right! Double prizes! A Buzz Lightyear and a stupid cowboy doll all for a few measly quarters! HA HA HA HA!"



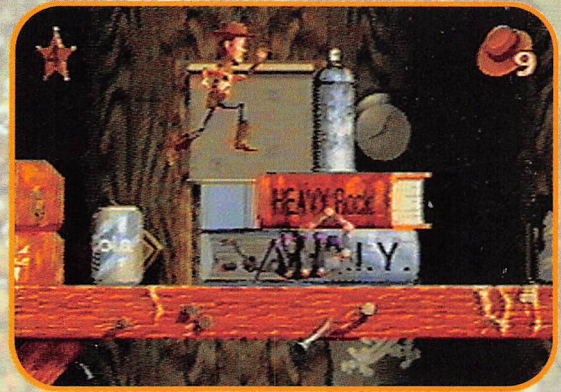
"ALL RIGHT! DOUBLE PRIZES! A BUZZ LIGHTYEAR AND A STUPID COWBOY DOLL ALL FOR A FEW MEASLY QUARTERS! HAHahaha!"

SID STUFFS HIS NEW TOYS DEEP INTO HIS BACKPACK AND, WITH A SECOND EVIL LAUGH HEADS HOME TO...PLAY.



SPIDERS

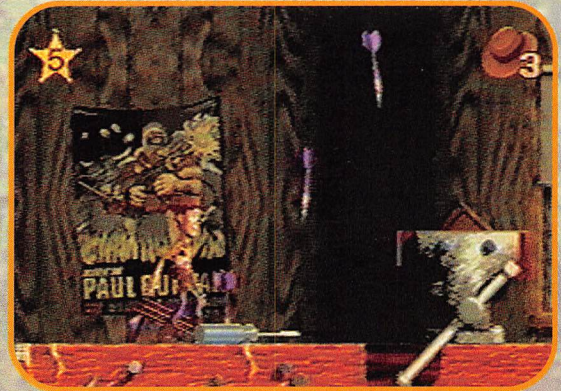
These little creatures should be jumped over or possibly tied up and then jumped over. To tie up a spider, Woody should kneel and then use his pull-string; but the spiders don't stay tied up for long.



DARTS

Darts fall at high speeds from great heights and stick into Sid's workbench. Just make sure the darts don't attach onto Woody, too!

Several of the darts are cleverly positioned to drop just where Woody will probably land after a long jump. Just pause to let the dart fall, jump again immediately, or turn around immediately upon landing.



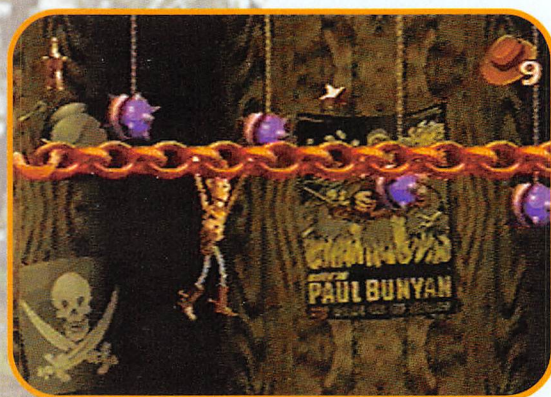
BIG BANG FIREWORKS

Some of the fireworks give off a shower of fire-balls. Woody should definitely avoid these. Some of the fireworks have columns of stars above them, and collecting them without getting burned requires careful timing.



YO-YO O'HORRORS

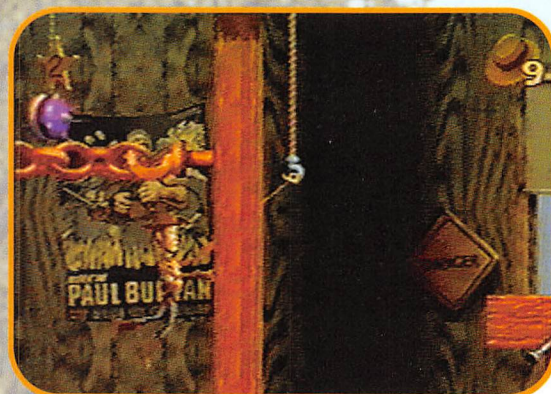
As if moving hand-over-hand along a chain rail isn't difficult enough, these little creatures are a pain. They move up and down and create an aerial minefield that Woody must get through.



RAIL AND HOOK

At one point, there's a single hook just above the end of the chain rail that provides the only means of crossing the gap that lies ahead.

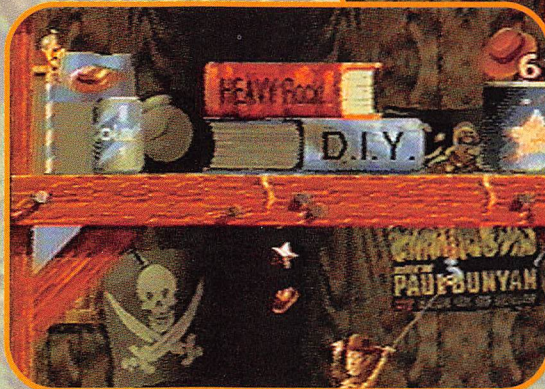
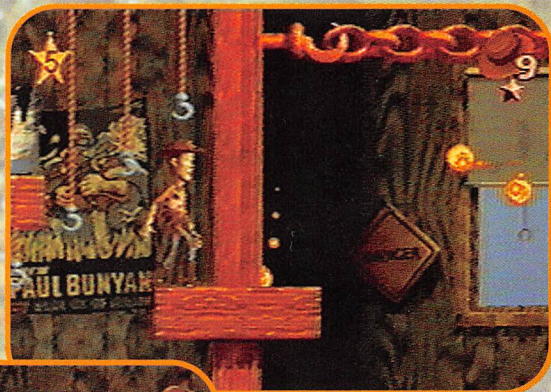
The trick is for Woody to jump to the right, in effect letting go of the rail, and at the same time aim the pull-string at the hook. Woody can use the hook to swing across the gap. It takes practice to get the timing right. You should jump and whip at the same time.



THE COWBOY HAT

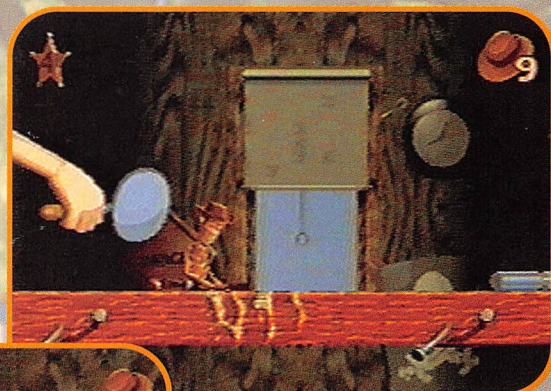
To reach the Cowboy Hat, Woody must jump for the bottom hook of the ladder of hooks, swing to the next hook to the left, then left again, and finally turn in mid-air as he collects the Cowboy Hat. Woody must then use the pull-string to catch the hook he's just left, and retrace his route back to the wooden ledge.

Turning in mid-air and catching the hook that you've just left is a trick that will take lots of practice to perfect.



SID

There are two times that Sid pounces with his magnifying glass and sets Woody's hat on fire. To cool down Woody, rush to the nearest cereal bowl while avoiding the yo-yos and dunk his head into the bowl. Immediately after Woody has passed the second cereal bowl, he can exit the workbench at the right of the screen. Make sure you cool off Woody, because when he's hot he can't jump or whip.



LEVEL

4

Sid's Room

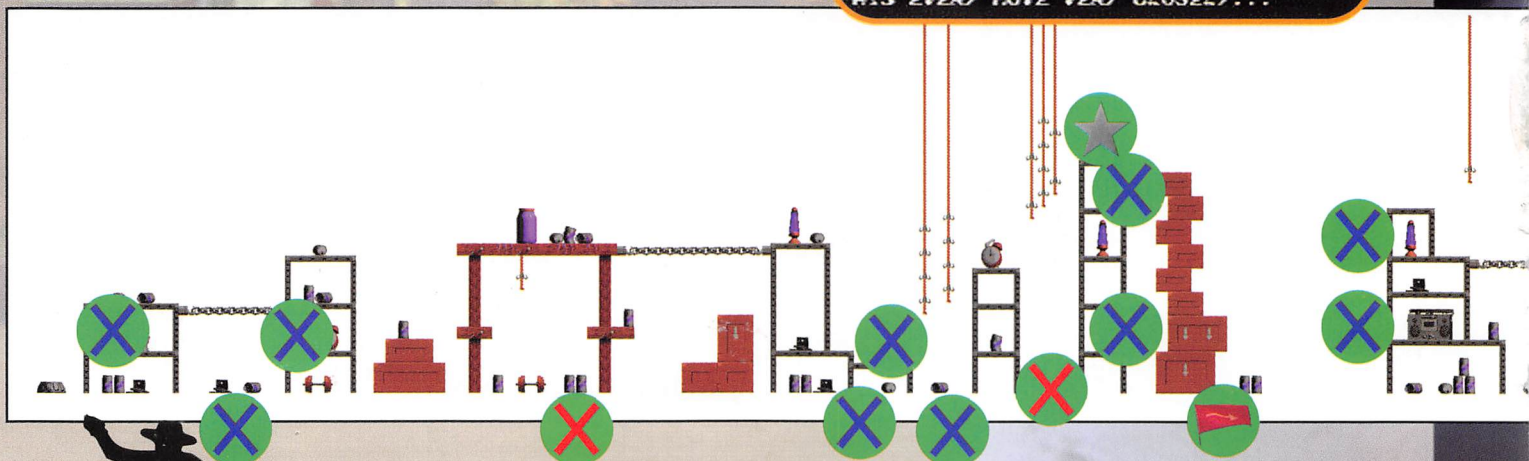
BATTLE OF THE MUTANT TOYS

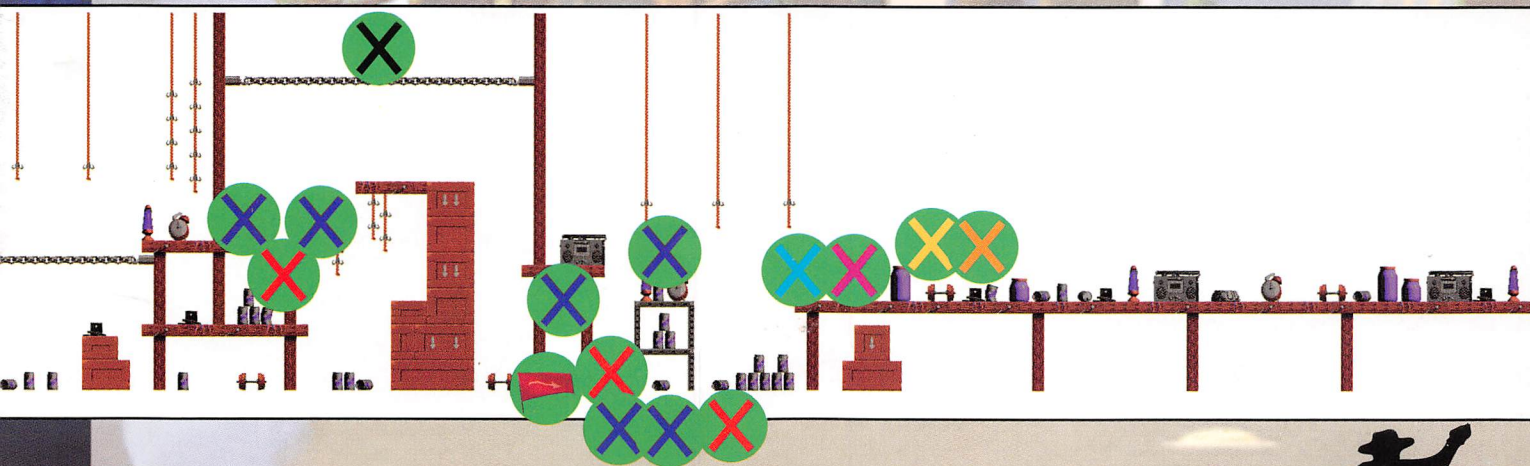
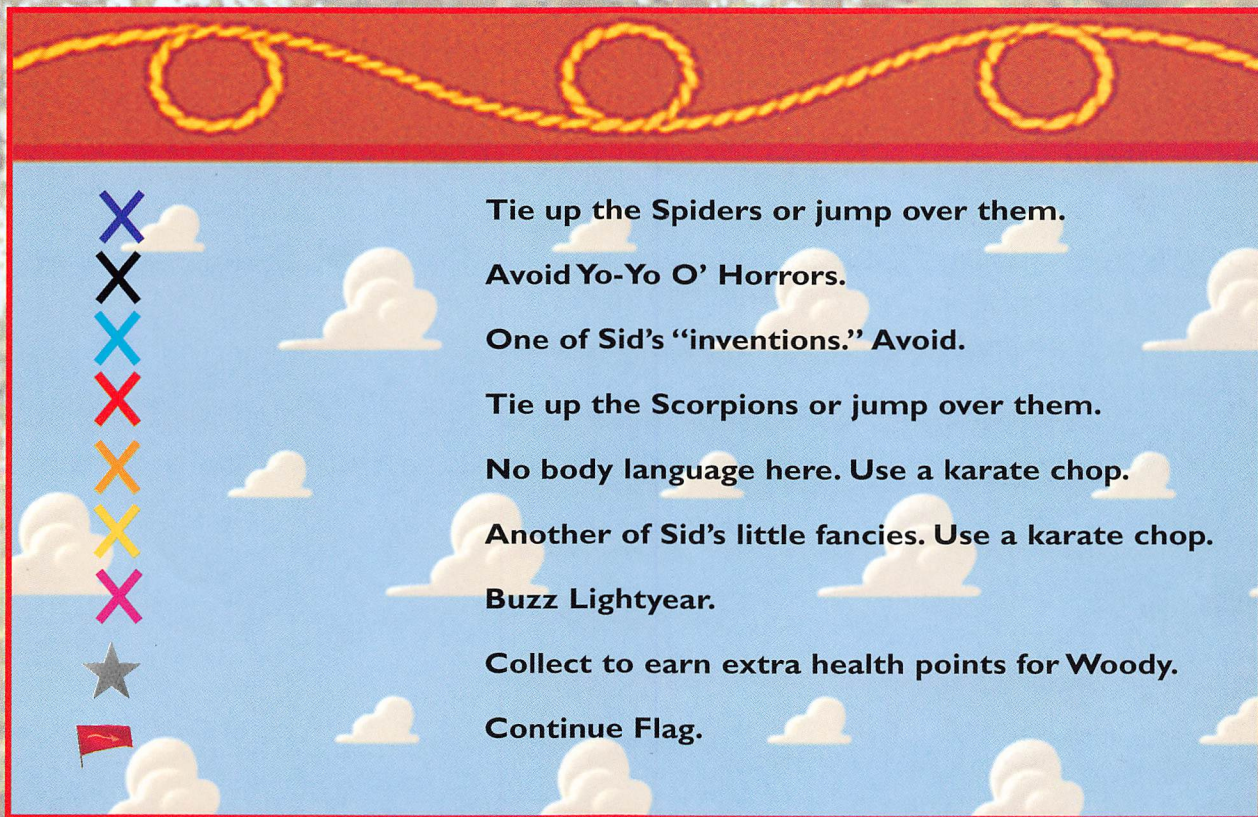
Sid's mother calls him downstairs, which allows Woody to look around Sid's room for Buzz. As Woody begins his search, he has an uneasy feeling that something is watching him from the shadows.



WHEN SID IS CALLED DOWNSTAIRS BY HIS MOTHER, IT GIVES WOODY A CHANCE TO LOOK AROUND THE BEDROOM FOR BUZZ... WHAT COULD HAVE HAPPENED TO HIM?

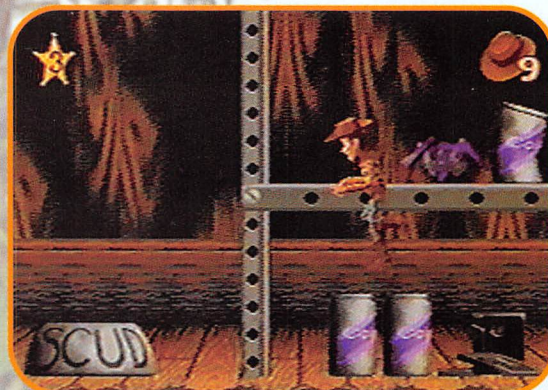
AND UNKNOWN TO WOODY, LURKING IN THE DARK SHADOWS, SOMETHING WAS WATCHING HIS EVERY MOVE VERY CLOSELY...





SAME OLD BAD BOYS

- ★ Woody must face a wide range of familiar dangers like Spiders, Scorpions, Cola Cans, Flameballs, and tricky rails.
- ★ Scorpions and Spiders can be tied up, but not for long. Falling Cola Cans and Flameballs must be dodged.
- ★ Woody can climb on undamaged Cola Cans, but not on ones that have been crushed.



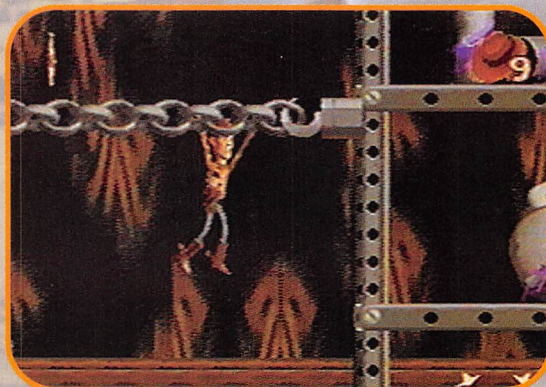
THE MUTANT TOYS

Woody also faces some new enemies. The new bad boys are three mutant toys created by Sid: Baby Face, Rock Mobile, and Legs.

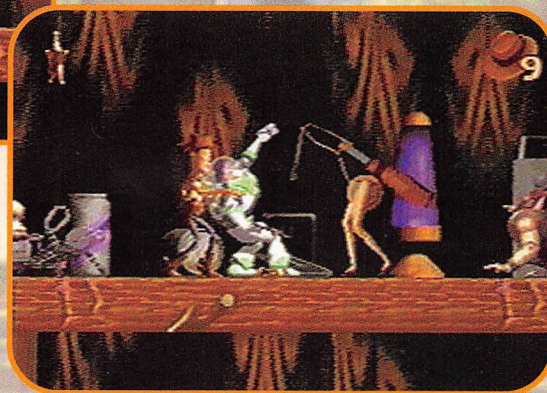
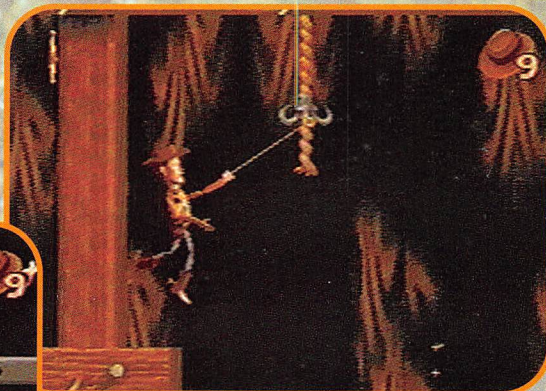
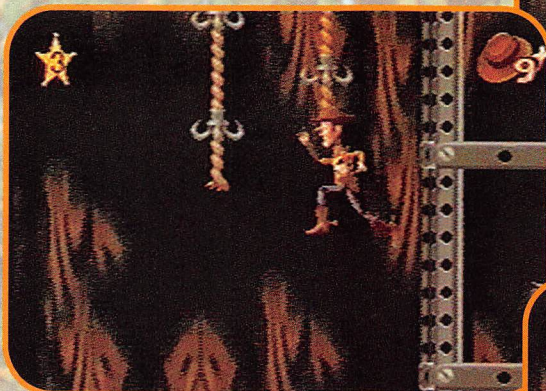
The mutants attack Woody and Buzz, and Woody has to use Buzz's karate chop to keep them at a distance. Use Buzz to karate chop the other mutant toys to Woody's right and keep moving to the right because the karate chop doesn't work on Baby Face.

HOOK LADDER

In order for Woody to move up the Hook Ladder, he needs to grab one hook and swing on it, and then turn around and grab the next hook.



But now Woody is facing the other way. Just swing to the high hook on the next rope, then again in the same direction, follow it with a turn in mid-air, and then grab the second hook again. Now Woody can climb a double series of hooks on neighboring ropes and reach levels that are otherwise out of reach.



Battle of the Mutant Toys

LEVEL 4

Sid's Room

ROLLER BOB

Sid straps a rocket to Buzz's back and clearly intends to fire him high into the air. Woody asks the mutant toys for help, and Roller Bob offers to help him escape from Sid's room. Watch out for Sid's ferocious dog.

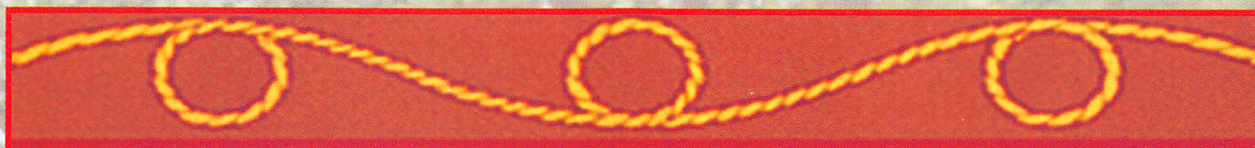



"COME ON BUZZ, LET'S GET OUT OF HERE!"

"WOODY, I'M NOT REALLY A SPACE RANGER. I'M JUST A TOY. JUST A CHILD'S TOY."

"BUZZ, LISTEN TO ME, YOU'RE NOT ANY CHILD'S TOY: YOU'RE ANDY'S TOY... AND YOU'RE HIS FAVORITE. I... UH OH..."








Avoid the Cola Cans.

Avoid the Rockets.

Stay ahead of Scud.

Collect to earn extra health points for Woody.

You automatically restart at this position.




"...SID!"

WITH AN EVIL LAUGH, SID PICKS UP BUZZ AND STRAPS A LARGE ROCKET TO HIS BACK.

"HOUSTON: WE ARE GO FOR LAUNCH!"

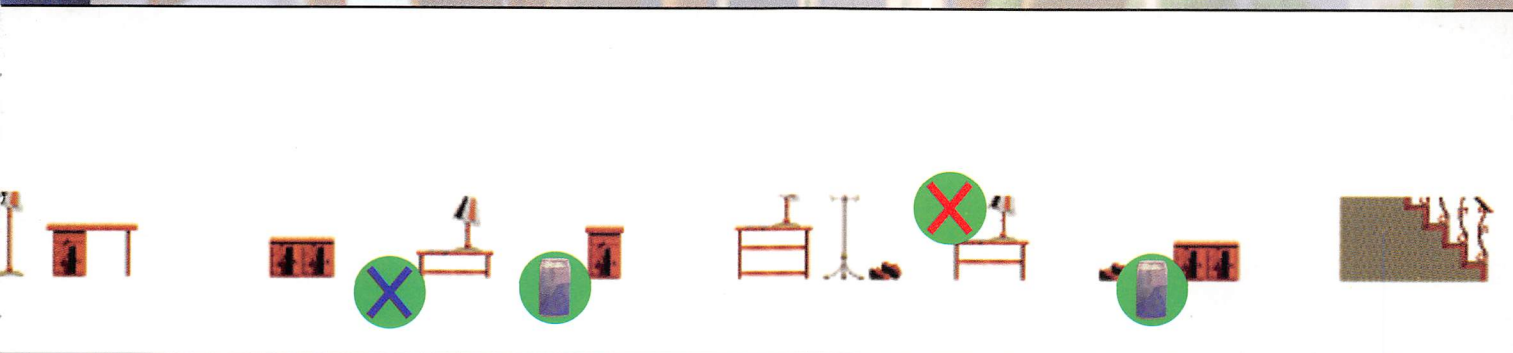
LAUGHING, SID TAKES BUZZ OUTSIDE.

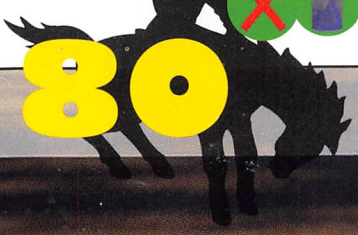
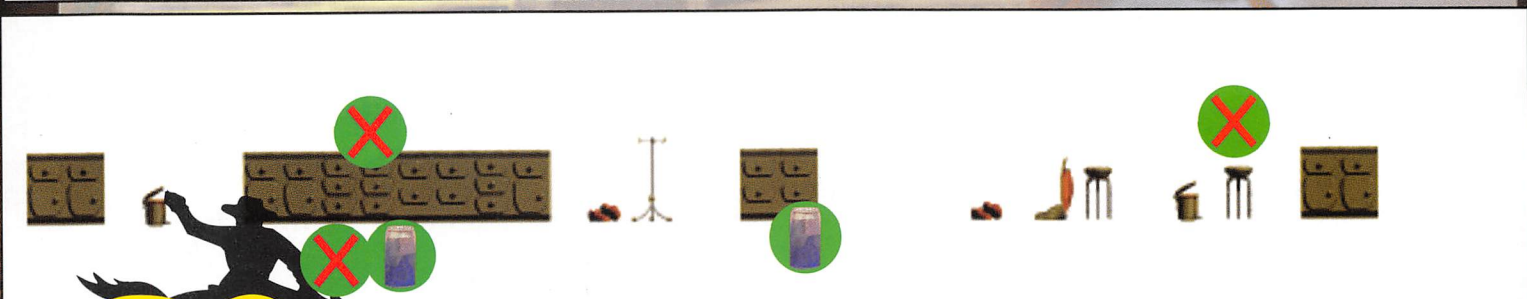
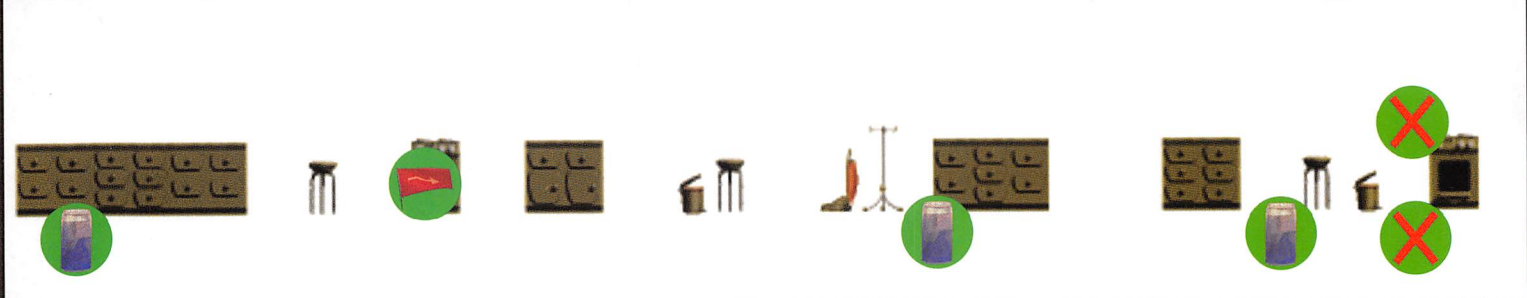
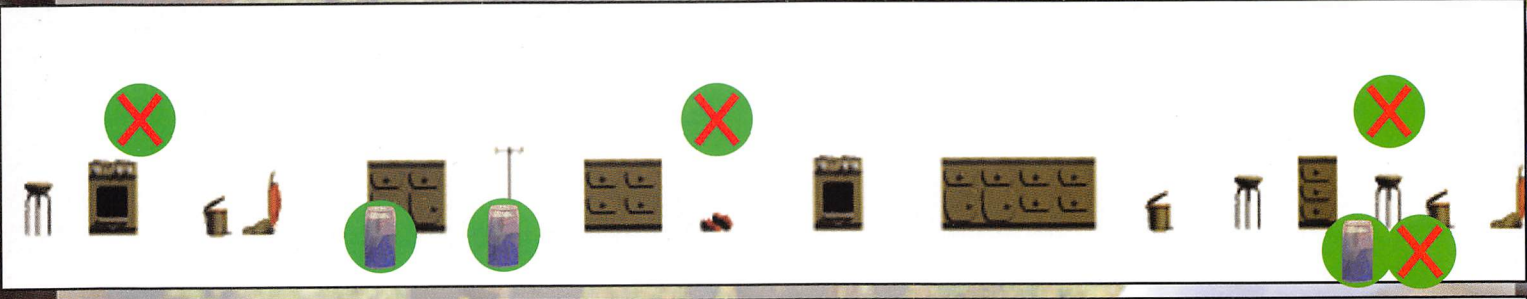
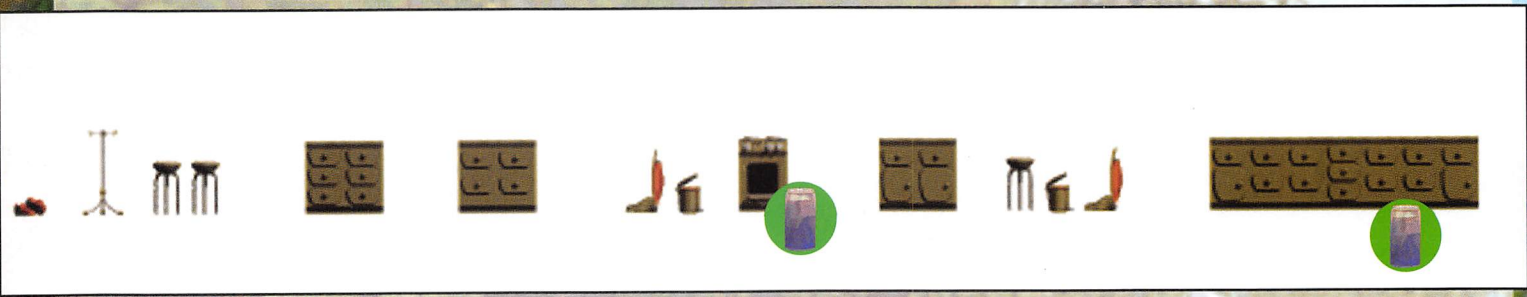
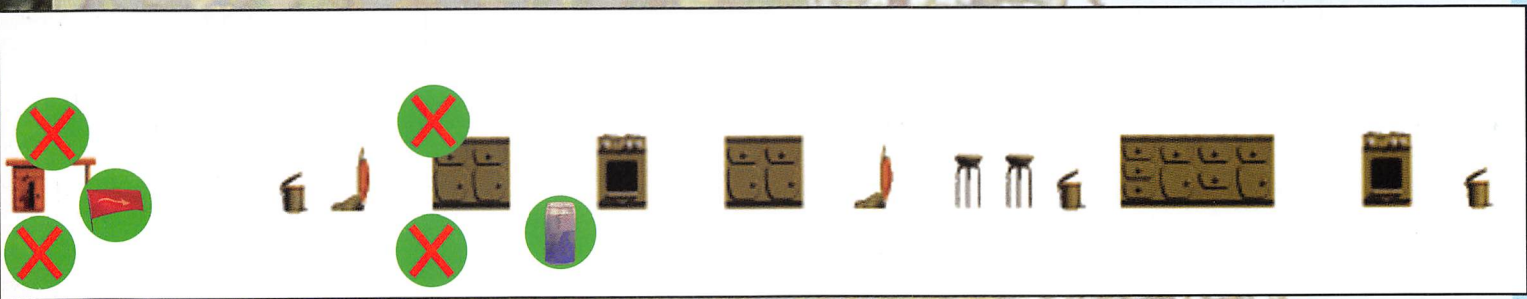
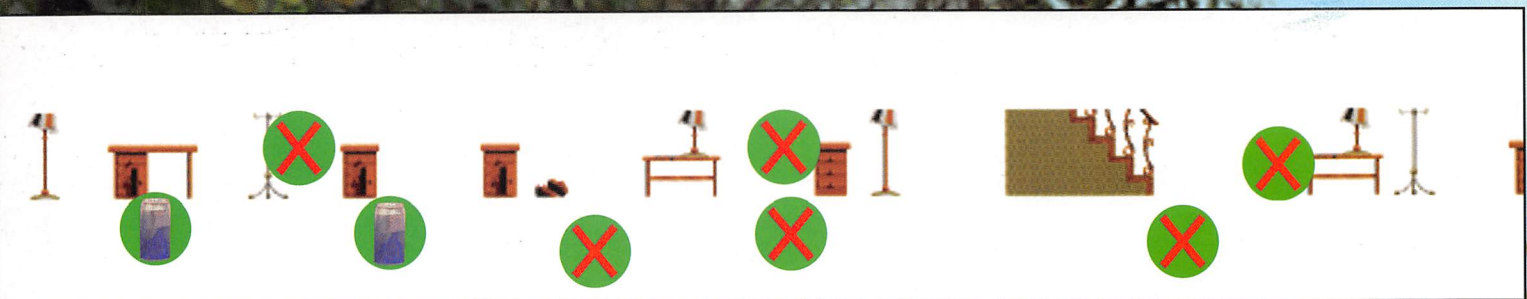


WOODY, WITH LITTLE TIME TO SAVE BUZZ, CALLS OUT TO THE MUTANT TOYS...

"LOOK, THERE'S A GOOD TOY OUT THERE... AND HE NEEDS YOUR HELP... PLEASE."

THE TOYS WILL HELP, BUT TO GET TO BUZZ THEY'LL HAVE TO FACE SCUD, SID'S DOG!



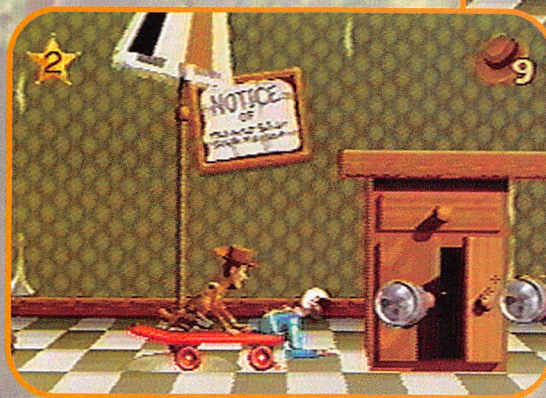
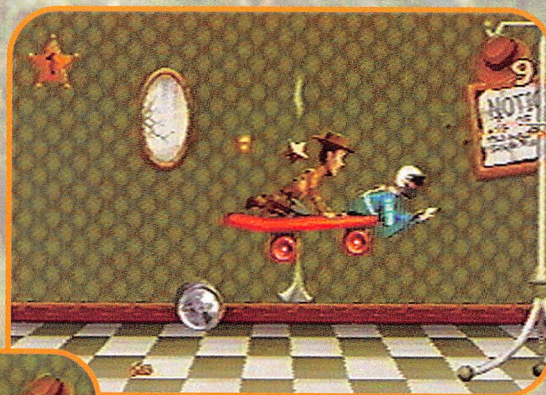


KNOW YOUR MOVES

- ★ Many of the techniques you learned while riding Rex are useful here, but the difficulties that you face are greater.
- ★ There are three things you can do: Pressing Left on the control pad moves you to the left of the screen; Right makes you go to the right; and you can jump, too.
- ★ To avoid obstacles, use the directional pad along with the jump button. To make a short jump, tap the jump button. To make a big jump, simply hold down the jump button longer.

COLA CANS

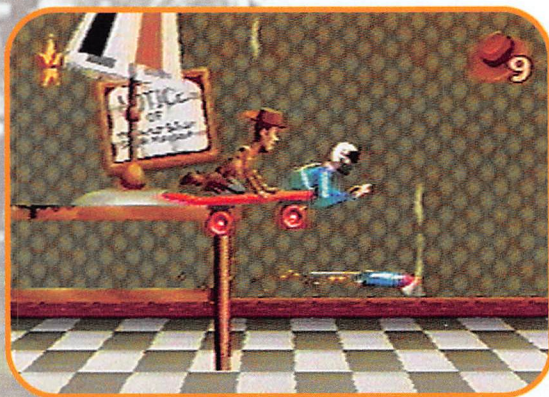
Woody will encounter many of the Cola Cans that are rolling along the floor from right to left. The cans must be jumped over after approaching them slowly, and then speeding up as you jump. If there are two cans together, you *could* speed up to clear them both.



ROCKETS

Rockets come from behind at a high or low angle. High flying rockets are only a threat if they appear when you are about to jump over something else, so use the speed controls to avoid them.

Low flying rockets must be jumped over. If you jump and then slow down in mid air, the rocket will zoom by you before you land. Listen for the sound of rockets launching—it's your only warning that one is on its way.



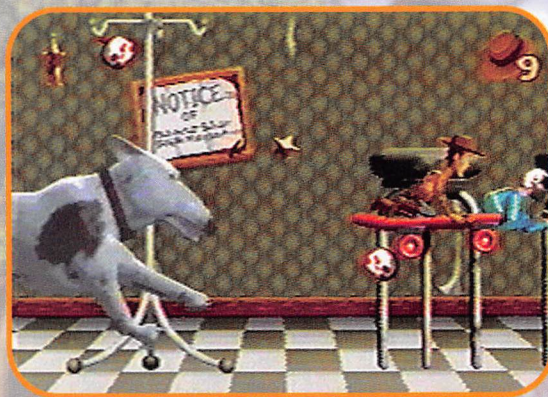
SKULL BOMBS

Skull Bombs will fall down on Woody toward the end of this stage. Use the speed and jump controls to avoid them. You may want to memorize the sequence in which the bombs appear for best results.

SCUD

Scud, Sid's dog, is just one more obstacle Woody has to deal with. Scud's bite is definitely worse than his bark, so stay ahead of him.

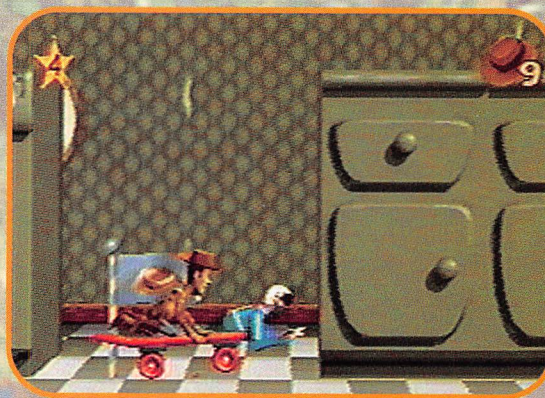
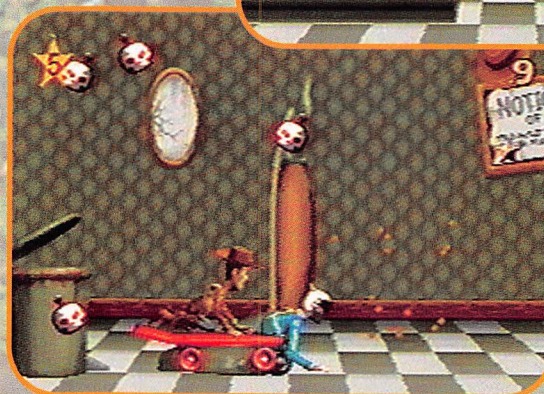
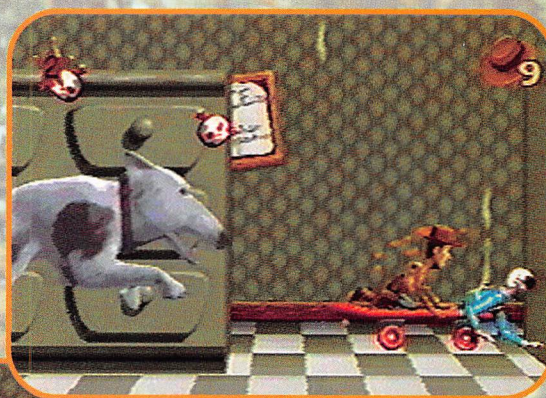
When Scud first appears, Woody needs to speed up and put some distance between himself and the dog. This lets Woody slow down later to avoid danger without being captured by Scud.



WOODY'S POSITION

When Woody gets to the far right of the screen, you won't be able to see what dangers lie ahead. But if Woody stays at the far left of the screen, you won't know what's coming up from behind and Scud will catch you.

Woody's best position is near the center of the screen, which is the best place to receive a warning of danger.



CONTINUE FLAG

Make sure you get the Continue Flags along the way.



LEVEL 5 Another Road Picture

DAY-TOY-NA

Note: This section of the game is *not* part of the Super NES version of Toy Story.

Buzz's rescue has opened Sid's eyes. He now realizes that the toys are really alive, and he has promised never to hurt them again. Buzz and Woody head for Andy's house next door, but to their horror they see a moving truck leaving the house.

"They're moving without us. We'll be lost toys!" cries Woody.

Desperately, Woody grabs hold of the truck, but Buzz is left behind. Woody climbs aboard RC Car and heads back to pick up his new buddy.



THE TOYS SAVE BUZZ BY SHOWING SID THEY ARE REALLY ALIVE, WHICH SCARES SID SO BAD HE VOWS NEVER TO HURT TOYS AGAIN!

THE TOYS CELEBRATE UNTIL WOODY SEES A TRUCK LEAVING ANDY'S HOUSE NEXT DOOR.

"BUZZ! ANDY'S MOVING WITHOUT US!"



WOODY IS JUST ASLE TO GRAS HOLD OF A STRAP, HANGING OFF THE BACK OF THE FAST MOVING TRUCK... BUT BUZZ IS LEFT BEHIND!

I KNOW, THINKS WOODY, I CAN USE RC TO GO BACK AND FIND BUZZ!

"GEE... I HOPE ANDY CHARGED YOUR BATTERIES RC!"



POWER CELLS

Woody is racing against the clock and his constantly falling fuel level. Without power the car will stop and Woody will lose a life.

To increase his car's power, Woody must collect the power cells that line the road—but he must be quick about it.

THE ROAD

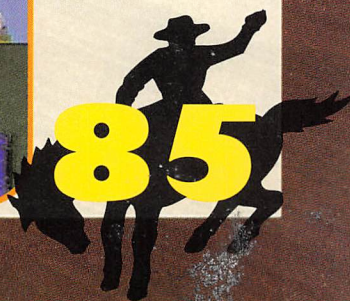
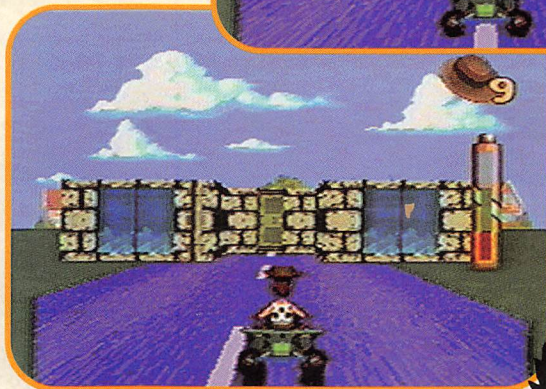
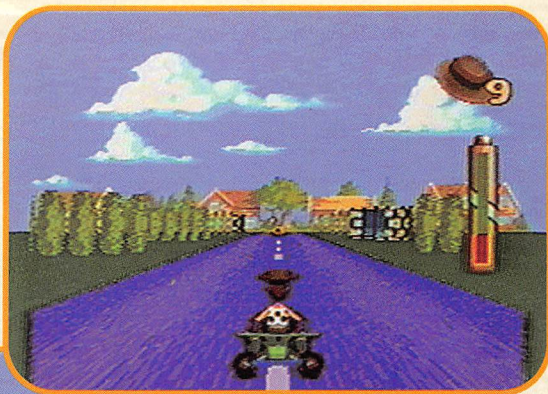
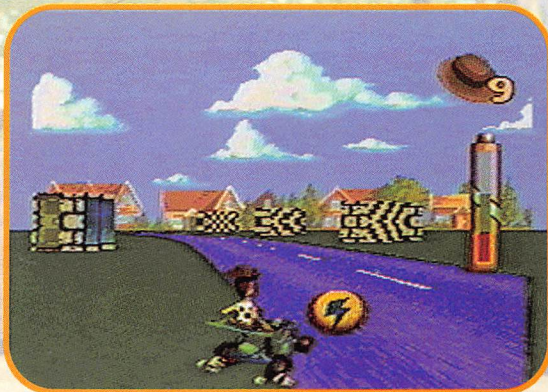
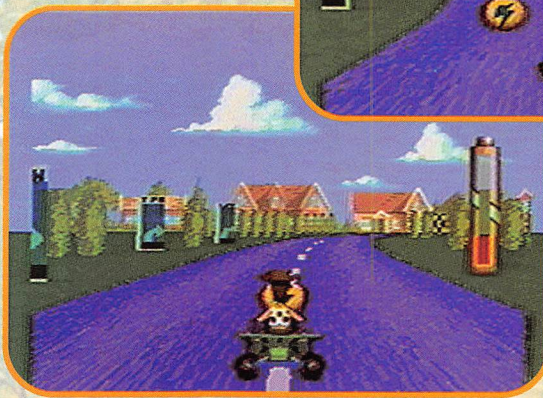
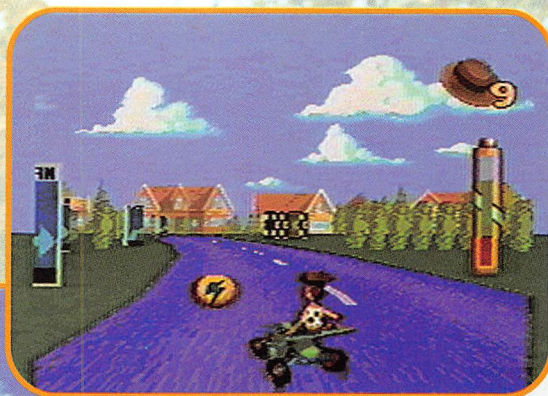
From a distance some of the power cells appear to be on the grass, which they are not. All of them are on the road, so avoid cutting corners by going into the grass. This just slows you down, and time is the one thing you cannot afford to lose.

THE CAR

Aim Woody's hat straight at each power cell. If it looks like you may miss one, slow down and nudge the car to the left or right. When Woody's hat is lined up on the target, press the speed button and go for it! When you are more experienced, you can try this without slowing down.

COLLECTING STARS

There are twenty-five power cells along the route. For each one he hits, Woody collects two Tin Stars. If he hits all of them, Woody receives a bonus Cowboy Hat.



LEVEL 5

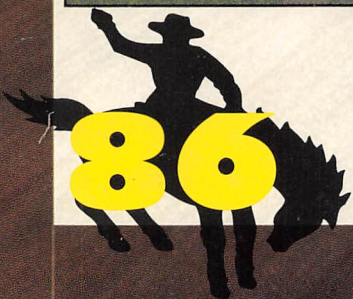
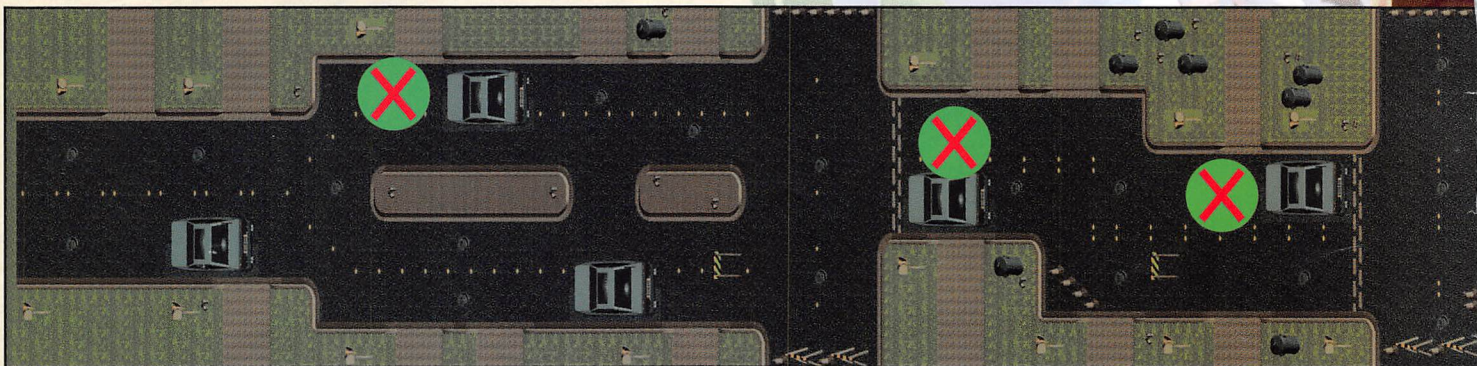
Another Road Picture

LIGHT MY FIRE

Thanks for coming back, Woody," says Buzz.

"No problem," replies Woody, "but now we've got to try and catch up with the moving van. I don't know Andy's new address, so if we don't catch them we'll never see the other toys again."

The two toys jump into the RC Car and begin to race after the moving van.





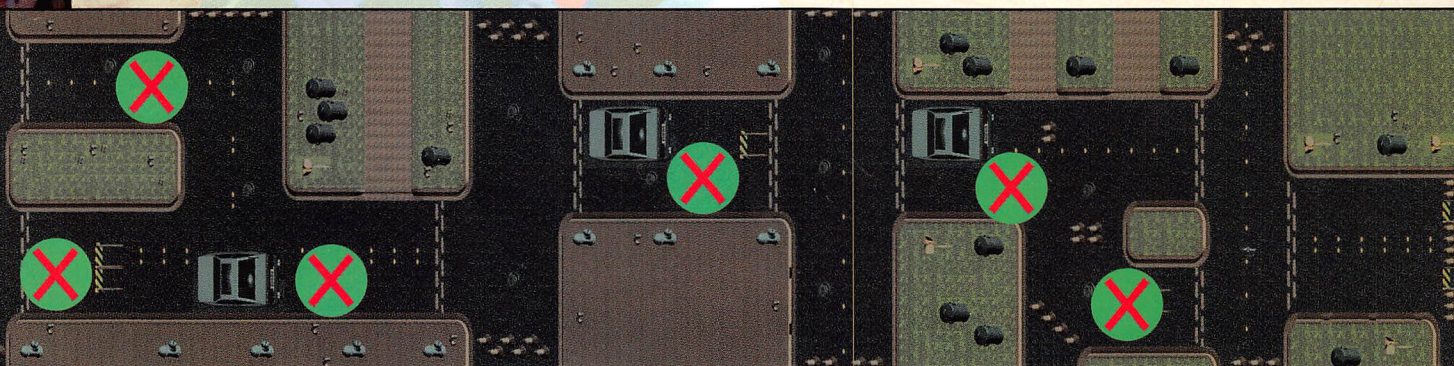
Collect Batteries to keep Woody's car recharged.



"THANKS FOR COMING BACK, WOODY!"

"NO PROBLEM, BUZZ, BUT RIGHT NOW WE HAVE TO CATCH BACK UP TO THAT MOVING VAN BEFORE WE END UP AS LOST TOYS!"

"RIGHT YOU ARE, WOODY, LET'S GO!"



POWER, POWER, POWER!



As in the previous stage, the RC Car is in danger of running out of power. To recharge the car, you must collect the batteries along the path.

FOLLOW THE STARS

There are no arrows to indicate which way you should go along the path. Following the trail of stars generally points you in the right direction.

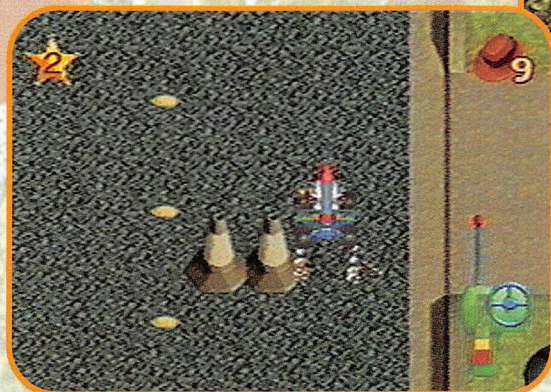
If you want to collect all the stars, there are certain places where you should look.

In some places there are stars on both sides of the road; you need to collect one group of stars, a battery, and then return for the stars on the other side of the road. However, it may be better strategy to concentrate more on getting Batteries and finishing the stage than trying to collect all the stars, because RC Car's power runs down much faster than in other stages.



BLOCKING FEATURES

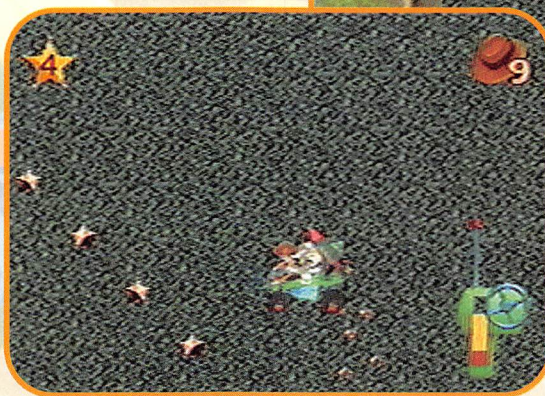
Hedges, cones, and road work signs all block the RC Car's progress as do other vehicles. Avoid hitting these obstacles, because they will slow you down.



THE CONTROLS

The controls for the RC Car are the same as in the other car stages, but a little looser and a little trickier. It is important to stay on the road and not lose any time, so practice with the controls.

The trick to taking a bend at high speed is to accelerate up to the turn, and then take your finger off the accelerator as you hit the right or left button.



Light My Fire

LEVEL 5 Another Road Picture

ROCKET MAN

"It's no good," gasps Woody, "we're never going to catch up to the moving van. RC Car just can't go fast enough with the two of us on board."

"You're right," responds Buzz, "we'll have to use the rocket Sid strapped to my back. C'mon, let's light it."

The two friends are about to embark on the final and most dangerous stage of their adventure.



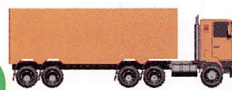
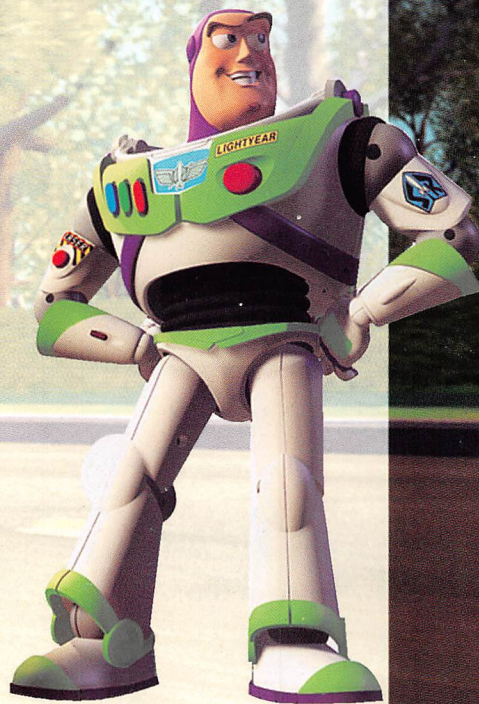


Collect to earn instant health points for Woody. The last two Gold Stars are tricky to pick up.



"IT'S NO GOOD...RC ISN'T FAST ENOUGH TO KEEP UP WITH THE TRUCK! WE NEED TO GO EVEN QUICKER..."

"O.K. LET'S LIGHT THE ROCKET ON MY BACK TO BOOST US AFTER THE TRUCK! HOLD ON TIGHT...HERE WE GO..."



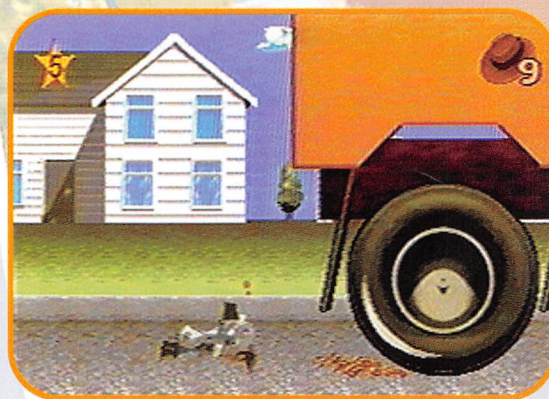
WHICH WAY DO I GO?

- ☆ After Buzz and Woody have taken off, they continue to fly from left to right without stopping, unless you hit the Pause button.
- ☆ The other controls available are up, down, brake, and accelerate.

THE OBJECTIVE

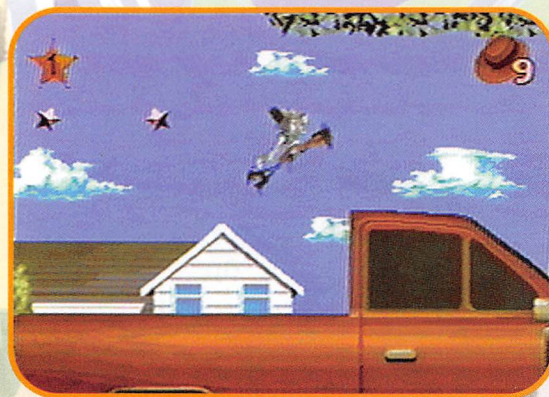
Woody and Buzz must get to Andy's mom's car, which is the blue vehicle just in front of the huge moving van.

When your forward progress is stopped, Woody loses a life. If you lightly bump an object, Woody loses a health point but still continues.



VEHICLES

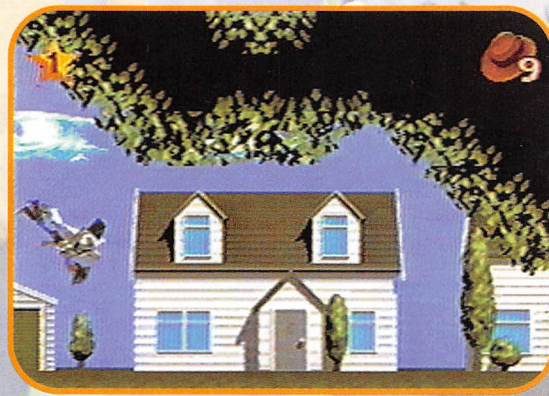
If Woody hits a vehicle, he takes a hit unless his forward progress is stopped. If it's stopped, he loses a life.



OVERHANGING TREES

When Woody bumps into trees, he takes a hit.

After bumping into a tree, make a quick dive but be ready to climb again to avoid the next vehicle.



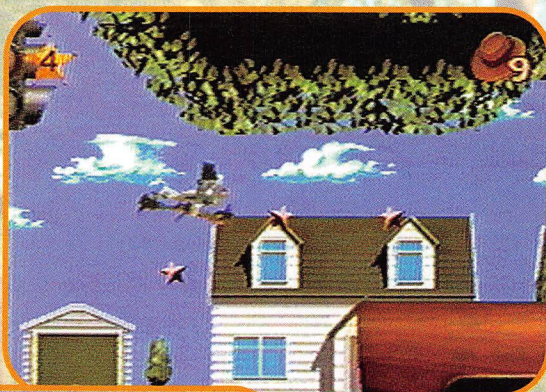
TRAFFIC SIGNALS

Traffic lights and the cables from which they hang cost Woody a life if he hits them.



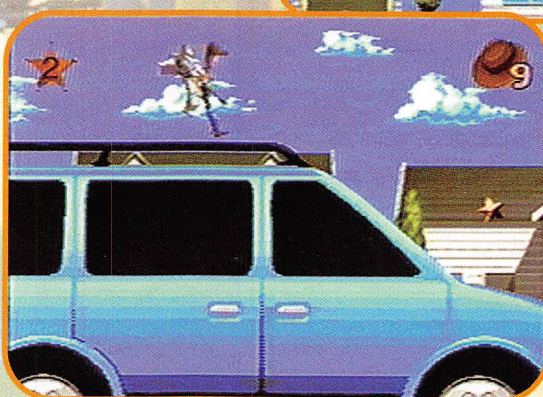
COLLECTING STARS

Woody should collect the Tin Stars as he passes over the traffic. The last two are tricky to get: One is located at ground level at the rear of the moving van. To collect it, Woody and Buzz must dive down and then immediately come up again. If you take too long, the rocket will not be able to reach the top of the moving van before it is squeezed off the left of the screen.



The very last star is above the hood of Andy's mom's car. Woody has only a moment to collect it, before he is pulled back into the car. As he is pulled backwards, he must rise up or he and Buzz will crash into the car's windshield.

(Woody does not automatically get pulled back into the van.)



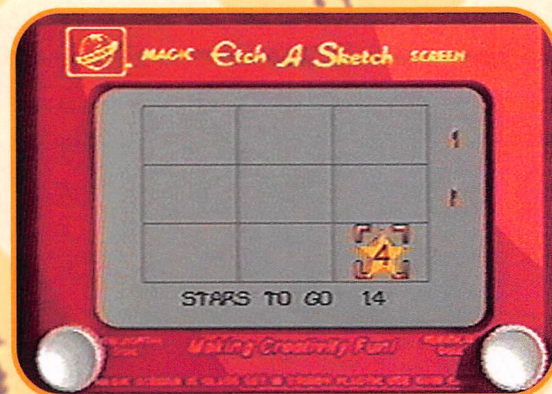
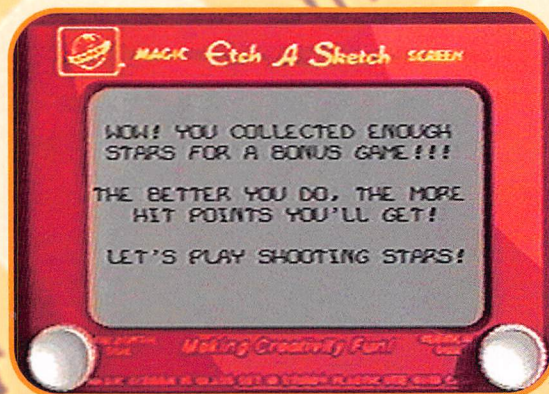
Rocket Man

The Bonus Game

Note: The Bonus Game option is not available on the Super NES version of Toy Story. The text below refers only to the Sega Genesis version of the game.

Each time you get 200 stars, you earn a Bonus Game. When the Bonus Gameboard appears on-screen, press the four direction buttons on the control pad and the A and C buttons. Numbers will start to appear on-screen, one square at a time. The first number is always five, then four, three, and so on.

When a number appears, you must place it in your sights by means of the direction buttons on the control pad. When you have the number in your sights, you need to shoot it. Each time you miss or when the number on-screen falls to zero, one of the three Gold Stars on the right of the screen fades out. The number of stars that remain when you have scored 20 hits is the number of bonus health points you receive.



SECRET PASSWORD—LEVEL SKIPPING

The real challenge of Toy Story is to complete all the stages and reach the end of the game. However, you may find yourself stuck at some early stage of the game. Or you may not be stuck, but simply wish to play one stage without having to play all the earlier stages.

If this is the case, there's a solution! There is a secret password that you can use to bypass stages of the game. To use the password, you must use the control pad buttons when the Toy Story logo appears near the beginning of the game.





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SECRET PASSWORD—SEGA GENESIS

Secret Code—Level Skipping

A,B,R,A,C,A,D,A,B,R,A

The buttons on the Sega Genesis controller are marked A, B, and C. The directional arrows on the control pad can be considered to have letters also—U for up, D for down, L for left, and R for right.

To enter this secret code, you need to be at the Start screen. You must type the password very quickly on the buttons. If you do it correctly, you will hear a laugh. Now, to bypass a certain stage of the game, at the beginning of a stage press the Start button followed by the A button.

SECRET PASSWORD—SUPER NES

Secret Code—Level Skipping

In Andy's Room, stand on the Green Army Men bucket, and then duck down for seven seconds. Then to skip levels, press Start and then Select.

INVINCIBILITY SECRET CODE

When the game gets too tough, you may want to enter the Invincibility code, which lets you go through the game without taking any hits.

SECRET PASSWORD—SEGA GENESIS

Secret Code—Invincibility

In the Red Alert! level, collect seven stars and then jump into the toy box. When you're in the toy box, duck down for five seconds. When the star in the top-left corner of the screen starts spinning, the Invincibility code has taken effect.

SECRET PASSWORD—SUPER NES

Secret Code—Invincibility

In Andy's Room, go to the chest where the Green Army Men bucket is setting. Stand on the bottom drawer and duck down for five seconds. When the star in the top-left corner of the screen starts spinning, the Invincibility code has taken effect.

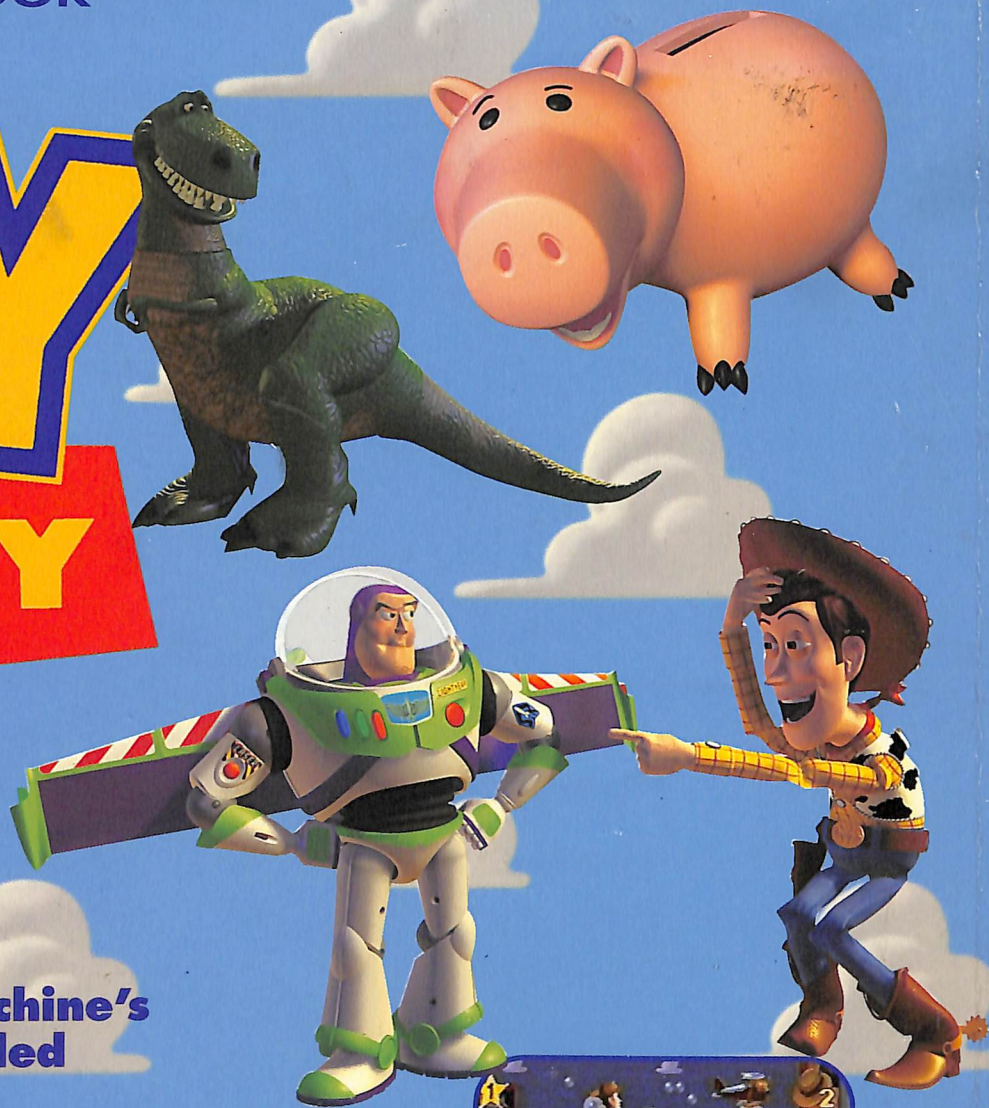
The Bonus Game



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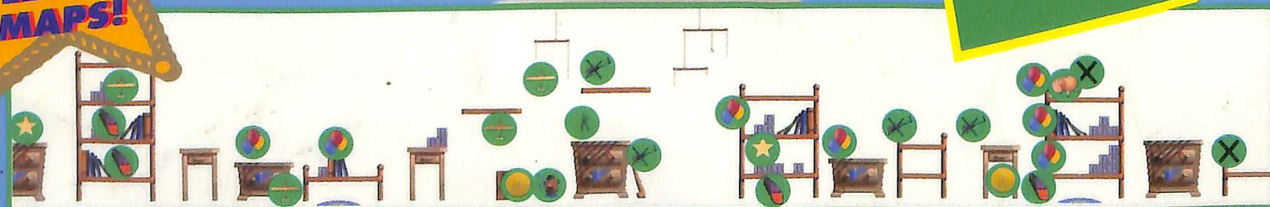
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